No.1 FOR PLAYSTATION 2

PSM2

AT LAST! PS2 GETS THE INTERNET! See pg18

NEW GAMES!

AIRBLADE
INCREDIBLE! Tony Hawk's sci-fi rival played to death!

METAL GEAR SOLID 2
EXCLUSIVE! The ALL-NEW demo revealed step-by-step!

TIMESPLITTERS 2
LEAKED! First shots of the super-enhanced sequel!

JAK AND DAXTER
EXPOSED! Get the full lowdown on 'Project Y'...

PREVIEW SPECIAL!

FINAL FANTASY 10

Square's epic kicks off our new-game overload. 25 pages. 100 games. Unmissable.

COOKIN'!

WWF SMACKDOWN!

Just Bring It hits PS2 – we take it apart for you.

SORTED!

SSX TRICKY

Ice-cool screens and new trick info!

ONLY IN PSM2

24 pages bursting with essential tips!

96 PlayStation 2 games reviewed and rated!

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PlayStation.2

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Unreal TOURNAMENT

THE GLADIATOR SPORT OF THE FUTURE

DIGITAL EXTREMES

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NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

WHERE'S WALLY?
PSM2's reporters worked tirelessly at the huge E3 show, to bring you exhaustive coverage of the major new games.

IT'S 12:30AM. I'M IN A HOTEL ROOM IN SMOGGY OLD LA AND I JUST CAN'T GET ANY SLEEP.

The reason being PSM2's just spent the day, at the invitation of Sony, at an exclusive playtest of some of the biggest games that'll be hitting PS2 this Christmas and beyond.

It's hard to get some kip after spending four unblinking hours in the rowdy company of *AirBlade*, *WipEout Fusion*, *Jak and Daxter* (the fabled *Project Y*), *World Rally Championship*, *Dropship* and more, before anyone else gets to see them. All of this the day *before* the Jurassic Park-vast doors of E3 – the biggest computer and videogame trade show in the world – open for three game-jammed days in California. Life is good.

And it gets even better. You'll be satisfied to hear that you've been backing the right horse from the start: PS2's triumphed over Xbox (*hugely* underwhelming) and Gamecube (killer app free). Like Dante from *Devil May Cry*, Sony are wielding the biggest guns and sharpest blades, with not only the major must-play software, but the unveiling of Internet, Hard Drive and Broadband for PS2. Only one magazine brings you 25 pages of E3 coverage – pg15's where it all kick off...

And that's not all. You'll notice some ace improvements to PSM2 this month – most notably in our Pro Tips section, where we're cramming in even more advice. Let us know what you think. **PSM2**

Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

YOUR QUICK FLICK GUIDE!

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What PSM2 stands for...
If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

IN A NUTSHELL

PSM2 is...
... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...
... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

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コンテンツ

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The old triple E. The biggest, fattest and meanest of all gaming expos with 2001 bringing a glut of over 100 – yes, *100* – PS2 titles. Want an easy flip guide to the hottest games around? Then get over to pg 15 right now.

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The true sequel increases the air to ludicrous proportions.

METAL GEAR SOLID 2 ..... **PAGE 37**
Kojima-san hand delivers the latest stunning trailer.

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Boarding like you've never seen it before. See ya Tony...

DARK CLOUD ..... **PAGE 72**
An RPG with a twist from Sony's creative power house.

TIMESPLITTERS 2 ..... **PAGE 22**
Captain Ash gets mean for the much-awaited sequel.

TONY HAWK'S 3 ..... **PAGE 27**
Grind on-line in this gorgeous PS2 most wanted.

WWF SMACKDOWN! ..... **PAGE 28**
Just Bring It takes wrestling to the next-gen level.

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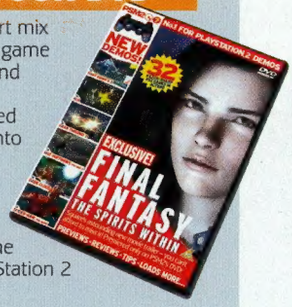
There's a smart mix of top quality game demos, tips and more on this month's packed disc – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2



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'Project Y' becomes a reality. Hear all about Sony's potential *Mario*-beater straight from the horse's mouth – and get our first opinion.

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ISSUE #11
"IT'S SIMPLY STUNNING"
A brief post E3 calm and a chance to reflect. We reveal the games that leave the competition standing, and those we'll be warning you to avoid like the plague in the months to come.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

SEND IN YOUR OWN DEFINING MOMENTS TO:
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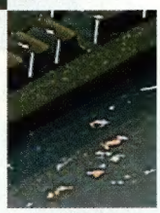
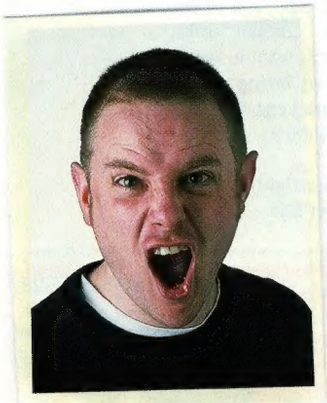
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW



#11 WANDERING ACROSS SONY'S E3 STAND AND SEEING NETSCAPE RUNNING ON A PS2

Plasma screen, 56k modem, black keyboard and mouse... Is that a networked PC? Sweet Lord no, it's PS2 going global.



Name Jonathan Bryant
Age 31
Occupation Deputy Editor, PSM2 Magazine

Would you mind stepping back behind the line, sir?

So said the cop as I craned my neck to get a peek at the business end of Sony's plans for Broadband dominance. Double take, a quick scan of Netscape happily running on the screen and then another dodge to look at the HDD and modem. There was nothing to prepare us for this, not even a whiff of a rumour – only the odd pre-E3 muttering about a Hard Drive announcement and precious little else. So to see everything up and running was akin to being hit by a double decker wrapped in cotton wool. And the shocks didn't stop...

What do you mean?

Well, while the initial announcement from Sony finally sank in, it suddenly dawned on us that the implications were shattering.

First off, you've got AOL signing themselves up as Sony's service provider, as well as supplying network support to all future development kits. What this means is that anyone who codes for PS2 from now on will effectively be encouraged to include some kind of on-line compatibility in their games. When you set this revelation alongside president Ken Kuturagi's vision of "a new community for digital entertainment and distribution", the possible outcomes are boundless. Episodic games, playable demos, films and MP3 tracks all streamed onto your HDD. Plus the list of affiliated parties contains nothing but heavy-weight names – AOL, Netscape, Macromedia, RealNetworks and Cisco. It all adds up to a powerful blow to any console not considering Broadband as the best way of distributing information and entertainment.

So, yes, a defining moment, but one tempered with a trace of caution. There's no guarantee that the gaming public will embrace these plans, but, in terms of sheer audacity and vision, there's none that come close to Sony at this time. **PSM2**

"IT ALL ADDS UP TO A POWERFUL BLOW FOR ANY CONSOLE NOT CONSIDERING BROADBAND AS THE BEST WAY OF DISTRIBUTING ENTERTAINMENT"

PREVIOUS DEFINING MOMENTS

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The first glimpse of PS2's awesome graphics engine.

#02 THE METAL GEAR SOLID 2 TRAILER
Hideo Kojima lays down a simply stunning challenge.

#03 WHEN YOU WANDER OFF-PISTE IN SSX
The massive gameplay potential of PS2's first killer app.

#04 SEEING THE DETAIL IN GRAN TURISMO 3
It's real! Christ, we've never seen anything like it.

#05 THE THIRD PLACE
David Lynch interprets Sony's vision with startling results.

#06 PLAYING METAL GEAR SOLID 2
Snaaaaake! Everything you heard... is true.

#07 HANDS-ON WITH STAR WARS: STARFIGHTER
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#08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
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#09 GORILLAZ ON MTV MUSIC GENERATOR 2
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DON'T MISS

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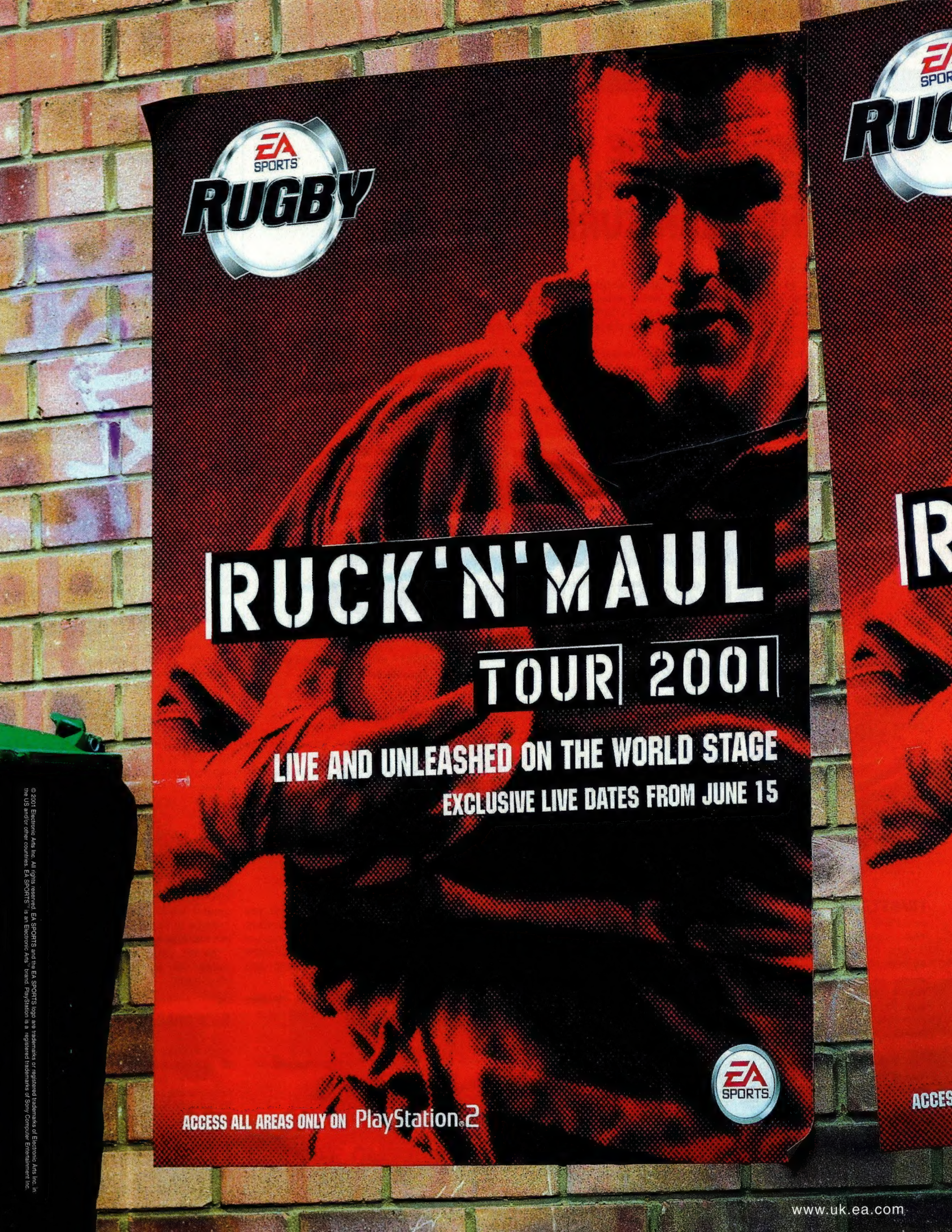
FINAL FANTASY 10 ..... pg24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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FREE PS2 GAME!
From now on, each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Electronics Boutique. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Electronics Boutique will be sending you a copy to your door. We're too good to you people. Now get writing...

STAR LETTER

"WHAT'S THE DIFFERENCE BETWEEN RE-HASHING FIFA AND GRAN TURISMO?"

Dear PSM2
Spot the difference – EA Sports update an old game by tarting up the graphics and tweaking the controls a bit. Result? A cynical re-hash of an old game that's condemned by all the games magazines. Polyphony Digital update an old game by tarting up the graphics and tweaking the controls a bit. Result? A cynical next-generation re-hash of a previous game that's somehow praised by all the games magazines.

What's the difference between re-hashing *FIFA* and *Gran Turismo*? How many completely new tracks are there in *GT3*? And how many are now on their third successive appearance? Do people really want to pay £40 to drive a prettier version of the tracks they already know inside out and have surely got bored with?

And people wonder why there's been less innovation on the Sony machines than on the N64 and DC.
Robert Hickman
Via e-mail

A good point, Robert, but surely a comparison between *FIFA* and *GT3* is a little, well... uncharitable. *GT3's* innovation is in its sublime good looks, *FIFA* doesn't even compare, and while it might not be offering anything new, it's given PS2 a much-needed shock in the sales department. Which is why we didn't flatter it with an over-inflated maximum score. Let us know which game would be acceptable to your refined palette, and we'll send it on.

This is your chance to air your views on the hot potato of the moment:
Is re-invention a bit of a mother, or essential in the development of games?

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

FRAGS'LL ROCK

Dear PSM2
With regards to on-line gaming (Letters, PSM2#10), the thought of fragging Helmut from Germany will always be appealing. It's one thing playing with four mates in front of your TV with a split screen, but immersing yourself behind a screen knowing that you rule supreme over ten other people, just edges it for me.
Tam Ferguson,
Via E-mail

DualShock 2 not good enough for you, eh? But is it the same as the responding to a sneaky frag with a swift forearm smash to the thorax? You might have a different opinion once you've lost large portions of your life to eight-player and two MuliTap 2 *Winning Eleven 5*, though.

ELEVEN'D BRED

Dear PSM2
I've recently discovered your magazine and I've kept on buying it too – not just because of it's all-round greatness but because of your *Winning Eleven 5* features (to this day, no DVD – demo, full game, film or otherwise – has beaten issue #08's DVD including footage of the game we are all waiting for with an inhuman amount of desire – for a game, at least). I know that *Winning Eleven 5* comes out in October, but for us absolute die-hard football and PlayStation 2 fans (especially for a bloke like me who's just seen his team go down to Division Two even after beating Leeds in the FA Cup this season), it's impossible to wait if we know there's some other way to play *Winning Eleven 5* on import, although I don't think even I would go as far as chipping, not least because it's illegal, but because, from the word on the street, it's wrecked a few little black boxes around here.

What's the PSM2 address again? I'll have to come 'round soon and thrash you all at *WE5*! I wouldn't stay long, just until say... October?
Chris Davies
Wirral

You could go all out and get your hands on a Japanese PS2, Chris, but you'd be missing out on the improvements promised for the PAL release. As for making monkeys of PSM2 – we'd be surprised if you made the subs bench.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

FOOL SHOCK

Dear PSM2,
I work for a well known electrical retailer. At this store I'm the PlayStation 2 sales rep, dealing with customers who want to buy, or, God forbid, have a complaint about PS2. Just the other day a customer said: "I think something's loose inside my controller." When I asked why he thought this he replied, "it shakes when I play games."
The Munter Hunter
Bournemouth

Bless. Next time we suggest you recommend a hearty PSM2 breakfast before letting the innocent venture into the complaint cupboard. PSM2's essential Clinic, with Floyd and Bubba-Joe, massages on the soothing ointment to your piles of wire and cable on pg 118.

SEGA LAST DANCE FOR ME...

Dear PSM2
I, like many people, think that games like *Crazy Taxi* and *Soul Calibur* will be great games to have on the PS2, but all I seem to read recently is how people would like to see more Sega games come out on the PS2. Frankly, this worries me. We should be more excited about new PS2 original games like *Devil May Cry* and *Project Eden*. The PS2 is a great console and doesn't need to rely on hand-me-down titles from the likes of Sega – no matter how good they are.
James Hanson
Via e-mail

We don't see the success of Sega titles on PS2 being a charitable act by any means. You're in a winning situation, James. Original games and Sega classics? You're spoilt rotten. Try ditching the unattractive paranoia – you'll feel the benefit.

MODEM LIFE IS RUBBISH

Dear PSM2,
Every month, as I read over the PSM2 interview, you ask the same question about Broadband to the developers and are met with the same answer: "No. We have no plans to support the up and coming modem." This lack of support is slightly discouraging me from emptying my wallet into what may end up as a white elephant. Before I got my PS2 I was glad to see the addition of the Hard Disk Drive, but now I think Sony are being a little optimistic. If it has too little support, it won't sell. Consequently, this would leave a gap in the market for Bill Gates to quickly try and take over. And what can Sega offer Sony on this matter? Is Sony being shrewd and just using them for their programming talent?
Jamie Baird
Scotland

Put simply, there's little point in developers pouring time and budgets into Broadband titles that'll be released this year. At present there still remains a significant amount of ground work, both here and in America, to launch Broadband to the masses. It won't happen overnight.

As for Sega? We believe they'll answer that question themselves... very shortly.

WIRE CRAZY NOW

Dear PSM2
As *GT3* can be i-Linked with 6 players on connecting PS2s, how do you get the i-Link cables and are Sony releasing any official ones.
Terry Cooper
Via e-mail

Six-pin Firewire cables are available from quality camera stores from around £25 and they work just fine. We don't know if Sony will print their own name on the same cables

WELCOME TO OUR WORLD – TEAM PSM2 KICKING BACK.
After a hard day's shooting the bits off each other, getting into fist fights over tricky scores and kicking over tea in an *ISS* fury, the team break out the briars, roll a brandy or two and read your rantings. Nice.

and charge a tenner more as yet. And didn't you use to manage the mighty Bristol City in the '80s, Terry?

DEMO MORE

Dear PSM2
MGS2 will be astonishing, as we all know, obviously ranking in the 90+ region. But the demo is quite literally that – a demo, that'll eventually bring no pleasure if you've had it for more then three months or more. The only part of the demo I find myself wowed by is when Snake takes a stroll onto the deck and that tremendous orchestral score kicks in as the ship becomes the number one holiday spot for terrorists. Hideo Kojima has certainly been influenced by many old and new directors, more noticeably Larry and Andy Wachowski of The Matrix fame, but, at the end of the day, will we be given a game that prides itself too much in story and reference than gameplay and replay value? The game will be brilliant, but that doesn't mean the demo is too...
Craig Gilmore
Lancaster

And how've you managed to make the startling deduction that *MGS2* will be the sublime slice of gaming that we've all been saving our prayers up for? Hmmm? That'll be the free disc Kojima-san so kindly gave you. Is there a more sought after, played or coveted demo that we've somehow overlooked?

MIND OVER MARTYR

Dear PSM2
For anyone suffering with lip synch problems on DVD playback, try the following: turn the PS2 on with no disc in, press ⓐ, select 'console', press ⓐ, change diagnosis to 'on', press ⓞ, put in DVD and play as normal.

It works on DVDs that I've tried and solved the main complaint on PS2 playback.
Pete Gasparelli
Surrey

Has Pete made the breakthrough? Is it an Internet-based hoax of the cruellest kind. Why don't you be part of the PSM2 Technology Clinic's Interactivity Test Laboratory Type Thing... a bit like Tomorrow's World... but without Peter Snow... or the other one. Try Pete's solutions and write or e-mail us the results to the usual addresses. If he's right, Pete could find something we don't want any more sitting proudly in his attic or taking up valuable space at his next car boot sale.

LADY IN WAITING

Dear PSM2
The least Sony could do would be to bring out a decent collection of first-gen games on release. It's May already and I have my shopping list – *WipEout Fusion*, *MGS2*, *Onimusha*, *Run Like Hell*, *Silent Hill 2*, *The Getaway* – but where are they all? OK, so I'm impatient, but I already have a multi-region DVD player, so most of the time my PS2 sits there like a lonely puppy staring at me with tears coming out of its little port holes. Come on Sony, I didn't fork out £300 for a doorstop,

and I'm raring to get some decent gaming done. You might call me impatient but I don't care. GET A MOVE ON. I have a schedule you know.
Becki
Lancashire

Note to Sony – it's impolite to keep a lady waiting. Especially one who's really looking forward to *Silent Hill 2* and shouts in capitals.

NICK-A-TEAM PATCH

Dear PSM2
I am writing to you with a common complaint – cheating. With the PSone cheating wasn't really a problem – gamers only ruined games for themselves. I now wonder that with the Broadband network on the horizon, whether cheating will start to ruin PlayStation 2 on-line gaming for everyone.

A good example of this is on the popular PC on-line *Half-Life* mod, *Counter-Strike*. While playing recently I noticed that there was a person in the match running stupidly fast, making it almost impossible to shoot him. I found out that this was a special speed cheat that has since been fixed with a patch. This raises a question that was brought up in a letter in PSM2#09 by Tam Ferguson. He claims that he would rather wait for a finished product that was full quality rather than a rushed out version that would require patches. While I definitely agree that games should be properly completed before they're released, I still think that once the HDD comes out developers should create games with patches in mind. Without them cheats in on-line games have no way of being fixed and can ruin the experience for genuine players.
Chris Jones
Via e-mail

Oh, that kind of common complaint. Don't even get our rollin' cheat pimp, Joel, started about this. Believe it or not, he only hands out the tips as a kind of masochistic perverted pleasure. While he desperately wants you to get the most out of your games, use that unlock everything code for *SSX* within striking distance and he *will* lash out.

BLADE IT ON THE BOOGIE

Dear PSM2,
I've heard rumours that *Broken Sword 3* is in development for PS2. Are these rumours true? I hope so, because the previous titles were the growler's gonads. Could you possibly give some details about this game such as the plot or release date... please.
Gaz Smith
Via e-mail

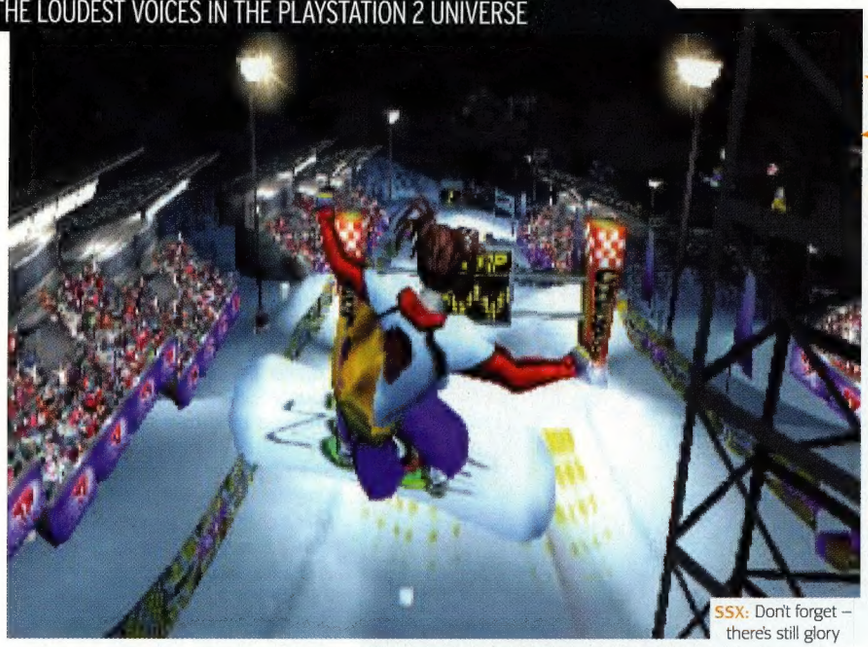
***Broken Sword 3: The Sleeping Dragon* is due for release sometime in 2002, with main character George Stobbard reappearing. You can keep up with any new developments at *http://www.brokensword3.com*, or simply take out a subscription to the all-knowing PSM2.**

HOPE SPRINGS ETERNAL

Dear PSM2,
Firstly I would like to say how shocked I was to find out that I had won the *SSX* Competition. I had no idea until the snowboard turned up at my door and was left staring the postie out with a daunted look of bemusement. I ▶

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



SSX: Don't forget – there's still glory and prizes galore to be had in Pro-Dojo on pg96.

have to say thanks a bundle, its always nice to get your name in a top magazine once in a very short lifetime, but to be hailed as a champion? I must be humble, after all there was only 3000 points between myself and second place.

But that's how the cookie crumbles – you win some then you get stood on with a big size 12.... However I'm looking forward to some new challenges to see how I compare with the best gamers in the land. So, have you any new challenges coming *for SSX*?

Anyhow, that's all from me, thanks for making my day. Now I'm off on holiday to see how many bones I can break attempting a Front-side Triple misty. All the best...

Currently living... but for how long?
Justin Hope
Via e-mail

You earned it, Justin. Just remember that while you're recuperating you can plan your next triumph with our Pro-Dojo on pg96.

A-MERRY-CAN

Dear PSM2,
I'm not saying this to be corny and the like, but I truly believe that "No.1 for Playstation 2" is true. You guys do it so perfectly, your reviews are pure insight into the games. Your previews show only the best a game has to offer. Your cover feature's impeccable. Global section, awesome. Hard Drive, cool. DVD reviews, unbelievable. Absolute PS2, the most useful feature in any gaming mag. Tips section, totally helpful. Bog Read, Tech Lab, and interviews, just out of this world. I can't believe such excellence on paper. The magazine, in my opinion, thanks to your hard work, has set a standard for gaming mags to come.
Tom MacDonald
Redding, Connecticut, USA

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES..? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.

SPICE WORLD

Dear PSM2
If you're still wondering what a Kielbasa is, it's actually a Polish kind a sausage. And a very good one too. It's a kind of long, thin and spicy.
Bon Apétit
Belgium
Thanks, er... Bon. Sausages are ace.

CHIP IT LATER

Dear PSM2
I've not heard anything on PS2 modchips, so I'm a little scared (PS2 is my favourite console). Have you tried it and if you have, does it work?
Krishan Pandya
Via e-mail
We can't recommend them. They bust your machine and you're left with no warranty. How much sense does that make?

48 HOUR DAYS

Dear PSM2
PSM2 really IS the BEST mag out there! Just wish it was two issues released a month not just one! Please make it happen!
Michael Shand
Via e-mail
Are you mad? Do you want to see us all dead?

SECOND WIND

Dear PSM2
Sequels, eh? Can't live with 'em, can't live without 'em. The biggest sequel so far has to be the PS2... there's a 2 on the end, so I guess that counts.
Lewis McKenzie
Via e-mail
We never thought of it like that. No, really.

COMPOS

NBA HOOPZ SHAQ ATTACK

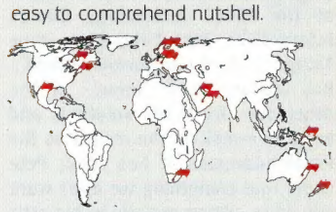
The winner of a PS2 and a copy of *NBA Hoopz*, courtesy of those wonderful Midway people, is **Carl-Marcus Edhart of Eskilstuna, Sweden.** The runners-up: **Kim Gulliver of Swindon, John Stoker of Middlesbrough and Giles Hamblett of London** all get a copy of the game.

TAT BONANZA

The lucky few pulled from the PSM2 landfill of correct answers were:
MAD CATZ DUEL FORCE 2: Karen White of Norwich **SAITEK PX4000:** Gavin Dickinson of East Calder **GAMESTAR DUEL FORCE 2:** P Lunn of Walkford, Dorset **JOYTECH PLUS 2:** Ian Quinn of Radcliffe, Manchester **JOYTECH MINI DVD REMOTE:** Steve McBarnett of High Wycombe **SHADOW OF MEMORIES COMPASS:** Paul Bromley of Sutton-in-Ashfield **THE BOUNCER SOUNDTRACK:** Ms S Krause of Stoke-on-Trent **THRUSTMASTER FREESTYLER BOARD:** Will Masters of Weston-super-Mare **ARMY MEN HIP FLASK:** James Arup of Windlesham **NBA HOOPZ PENS:** Arthur Othieno of Geneva, Switzerland **MAD CATZ 8MB MEMORY CARD:** Kevin Newton of Kings Lynn **WORLD RALLY TABARD THING:** Alan Powell of Cardiff **WDL THUNDER TANKS BAG:** Dale Handley of Tipton **PARIS-DAKAR RALLY BOOK:** Harvinder Singh Sandhu of Slough.

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend nutshell.



YOU WHAT?

Who's been saying what this issue.

Sega and Sony
HDD/Broadband
MGS2 Demo
Release dates
Nutters

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PSM2

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PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...

FOR THOSE ABOUT TO WATCH
Slap in PSM2's disc of optical goodness and let us take you on a breakneck tour of the hottest titles from the biggest games show on Earth.

ON YOUR DEMO DISC

The noise, the darkness, the women, the games... PSM2 took on E3 and returned victorious with another rammed DVD of gaming wonderment.

E3 comes but once a year, and carves a path of electronic ecstasy across the frontal lobes. And when you encounter such a wealth of PS2 titles you know that the digital good times are just going to keep on rolling. It's against this rose-tinted, pixel-heavy backdrop that we present to you, our most audacious DVD yet.

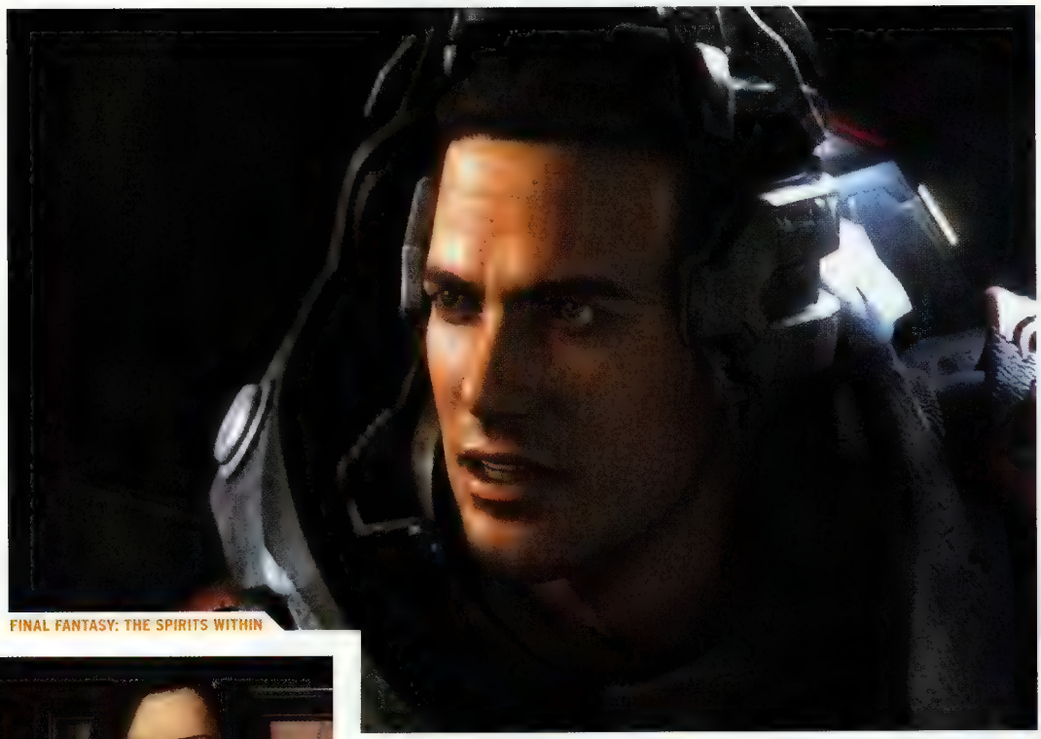
As the cover says, we've got the new, extended Final Fantasy movie trailer in all its eye-watering excellence. On top of that we have a *GT3* extravaganza, more coverage of Sony's excellent *Dark Cloud*, a sneaky peak at Acclaim's *Extreme-G 3* and our first look at the breaking titles from the LA expo, including the likes of *Tony Hawk's 3*, *Spider-Man: The Movie*, *RLH* and *Giants*. Plus there's Absolute E3 – your executive passport behind the scenes – and more tips than your system can handle. **PSM2**

PSM2'S MANIFESTO

PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Witter on and on at you until your ears peel.

Sorry, but the PSM2 DVD is not available in the USA.



FINAL FANTASY: THE SPIRITS WITHIN

FINAL FANTASY: THE SPIRITS WITHIN

The dream most definitely isn't always the same. Not if this latest trailer of Square's forthcoming blockbuster is to be believed, and guess who's got you front row seats for all the latest revelations? Exploding shuttles, alien ship interiors, a slew of cool ground vehicles and a man-sized chunk of updated plot.

©Columbia Pictures

On-screen: Some of the best CG action ever seen with classy hardware aplenty and a ship load of nasty xenomorphs who haven't been fed in decades. Unbelievable.

Background: Big, good looking and expensive. Final Fantasy: The Spirits Within has shot way over its budget and production schedule but still promises to be one of the biggest films of the summer come its release on August 3rd.

WHY YOU'LL LOVE IT:

Final Fantasy: The Spirits Within is...

... A First: We've had CG films before that've wowed us, but this is the first action movie.

... Beautiful: There's no doubting that this film is going to be a looker – the subtleties of the animation's already causing a buzz within PSM2's office.

... Exciting: A real roller coaster plot that rattles around the heavens in an explosive manner and then touches down on the alien world itself.

WDL WAR JETZ

THE BOUNCER

GRAN TURISMO 3

OUT NOW

Find yourself floundering at the checkout? Have a gander at our footage, cross reference to Absolute PSM2 in mag and make your mind up before you part with your hard-earned.

WDL WAR JETZ

©3DO

On-screen: Aerial combat in both an A-10 and attack chopper against a collection of ground targets.

Background: The second title in 3DO's *WDL* franchise finds the coders taking to the skies in search of airborne thrills.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

©3DO

On-screen: The Tan forces get their arses kicked as we take the jolly green chopper and drop rocks from above.

Background: Just when you thought it was safe to get your Airfix army out of the cupboard, along comes another *Army Men* title.

EA SPORTS RUGBY

©Electronic Arts

On-screen: There's enough punting, scrummage and rucking to keep advocates chipper.

Background: After dominating just about every other sporting genre, where else was there to go but rugby?

THE BOUNCER

©Squaresoft

On-screen: Bar brawling with a touch of triple teaming as Sion, Volt and Kou split some skulls.

Background: Much hyped and yet outrageously disappointing beat-em-up that never lived up to its promise.

DARK CLOUD

©SCEE

On-screen: Toan fires up a magic windmill for the first time, has a chat with the locals and then takes on the Divine Beast Dran.

Background: The best RPG on the PS2 to date. Don't believe us? Check out our review on pg72.

COMING SOON

Drip, drip, drip and then it's a case of run for your waders as the banks burst and the deluge of E3 titles pour across the land. Here are a few we knew about before our visit to LA.

GRAN TURISMO 3

©SCEE

On-screen: Tarmac and rally action as we put the suspension through its paces over several miles of ultra-realistic track.

Background: Untouchable racing action that gained itself a prestigious score of 93 in our NTSC import review.

LE MANS 24 HOUR

©Infogrames

On-screen: High performance cars eating track while the countryside turns into a blur of foliage and ad clad crash barriers.

Background: Combining elements of endurance with some push and shunt racing action, *Le Mans* actually goes the distance.

RUNE

©Take 2

On-screen: Viking madness as the boys set about each other with hatchets in true fantasy adventure style.

Background: As God chosen warrior Ragnor it's up to you to... yep, save the world. Character design by Todd (Spawn) McFarlane promises some interesting visuals.

TIP TASTIC

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your shiny new disc...

01 **THE D-PAD**
Allows you to scroll up and down through the various on-screen menus.

02 **THE ⊗ BUTTON**
Selects the current option which you've highlighted on the menu

03 **THE ▢ BUTTON**
Takes your straight back to the title menu.

04 **THE ○ BUTTON**
Stops the footage. Hit it again to access the options menu.

05 **THE START BUTTON**
Allows you to pause the footage at any time.

06 **THE R2 SHOULDER BUTTON**
Allows you to fast forward the footage.

07 **THE L2 SHOULDER BUTTON**
Allows you to rewind the footage

YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips comes packed into four easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2.

OUT NOW
The movers and shakers currently taking up shelf space in the shops.

COMING SOON
The titles of tomorrow brought screaming to your door today.

PRO TIPS
Taking your games further as only PSM2 can.

EXTRAS
Behind the scenes, inside the stories and everything PS2.

PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...

SPIDER-MAN: THE MOVIE

LOTUS CHALLENGE

©Virgin Interactive

On-screen: Concept cars and Bond classics rub shoulders in both straight races and handling challenges.

Background: Kuju Games take the Lotus licence and creates a game full of speed camera lunacy and deformable chassis.

EXTREME-G 3

ES HIGHLIGHTS EPISODE 1

EXTREME G3

©Acclaim

On-screen: The air resounds to the scream of engines as the super bikes of tomorrow rip across the stratosphere.

Background: Acclaim's Cheltenham studio upgrades its N64 classic and prepares to take the *WipEout* boys on at their own game.

TONY HAWK'S PRO SKATER 3

TONY HAWK'S PRO SKATER 3

©Activision

On-screen: The Hawkster gurning and flipping his body like a well fried egg intercut with some good looking stunts from the absolutely stunning new game.

Background: Tony does it in his own inimitable style, with on-line connectivity and beautiful visuals.

SPIDER-MAN: THE MOVIE

©Activision

On-screen: Swinging into action against the dastardly Vulture, Spidey encounters an exploding shop window and gets himself glassed.

Background: Thwiping onto PS2 with web-slingers bulging, our hero ups his poly count and enters a stunningly realised Marvel Universe.

SHAUN PALMER'S PRO SNOWBOARDER

©Activision

On-screen: Ice cold Palmer's real life antics spliced with in-game action that takes in grinds, flips and jumps off frozen storage containers.

Background: Keen to tie up all extreme sports, Activision add the snowbound slopes to their already packed repertoire.

MAT HOFFMAN'S PRO BMX 2

©Activision

On-screen: Taking pedal power to new limits and chucking his bike around like, er... an old bike, Hoffmeister goes vertical.

Background: A sizeable success on PSone coupled with the versatility of *Tony Hawk's* new engine ensures another aerobatic outing for PS2.

RLH

©Virgin/Interplay

On-screen: Hero Nick Conner kicks his heals and proves that you should always look where you're going... especially on a space station infested with kill-happy aliens.

Background: Tense and gory in the extreme, *RLH* is another candidate in the struggle to take survival horror to new limits.

PROBLEMS WITH YOUR DVD?

Please put it into an envelope and send it to this address.

PSM2 Disc Returns
TIB plc, Unit 5,
Triangle Business Park,
Pentreback,
Merthyr Tydfil,
Mid Glamorgan
CF48 4YB

BIG THANKS

To Charlie Crowder of Country Music for the use of his tracks *White Sun* and *Exploration* in the creation of this month's DVD. Any interested parties can receive further details by e-mailing *jonathan.bryant@futurenet.co.uk*

GIANTS: CITIZEN KABUTO

©Virgin/Interplay

On-screen: Meet the inhabitants of The Island in all their warped glory and marvel at the wrestling moves of the gargantuan Kabuto.

Background: Well received PC madness ports over to PS2 and comes up smelling of carnage and resource management.

BALDUR'S GATE: DARK ALLIANCE

©Virgin/Interplay

On-screen: Large amounts of developer bluster can't detract form the beautiful spell and environmental effects.

Background: The outrageously successful PC franchise gets streamlined and goes chop manic for the console market.

ATLANTIS 3

©Cryo

On-screen: Mysteries abound as our heroine finds herself torn between modern day weaponry and the technology of the ancients.

Background: Revival of the dull point 'n' click PC original that promises something more once it reaches PlayStation 2.

ZORRO

©Cryo

On-screen: The gay blade leaves his mark before heading into occupied territory in this reworking of the stealth-em-up.

Background: Those that remember the film, or even the original TV series, will realise that Zorro is always a bit of a mixed bag. Still, you've got to love that swordy Z t'ing.

DUNE

©Cryo

On-screen: Paul Atredies sneaks about Arakis on various missions against the occupying Harkonnen forces. He who controls the spice, controls the universe. Of course.

Background: Bucking Westwood's RTS franchise, Cryo decide that Frank Herbert's epic needs that third-person action/adventure touch.

PRO TIPS

From expert street fighting to exposing comic heroes in their underwear. PSM2 shows you how to get at all the stuff that no-one else tells you about.

STREET FIGHTER EX3

©Virgin/Interplay

How to... **annihilate the opposition**

If you turn to pg114, you'll find an in-depth explanation of how to perform Ken and Ryu's utterly devastating 30-hit double-whirlwind Critical Parade. See it in action on the DVD.

TIMESPLITTERS

©Eidos

How to... **escape the Cyberden**

A simple solution to a common problem explained on PSM2's crisp DVD experience.

GAUNTLET: DARK LEGACY

©Midway

How to... **be a naked dwarf**

It's a thong thing.

How to... **be a giant**

Get the height advantage.

How to... **spread the light**

Light the way with this bizarre cheat.

METAL GEAR SOLID 2 DEMO

©Konami

How to... **win the challenge**

We show you how to dash through the level in just over two minutes.

How to... **charm the snake**

A groovy way to escape the guards.

MDK2 ARMAGEDDON

©Virgin/Interplay

How to... **get naked**

Catch Kurt in his trolleys.

EXTRAS

The eye-feast that is Final Fantasy: The Spirits Within *and* the peripheral that makes you invincible.

FINAL FANTASY: THE SPIRITS WITHIN

©Columbia Pictures

You've read all about it on pg12, but stop reading now – fire up that PS2, slip your cool, white PSM2 DVD in its gaping tray and gaze in amazement, over and over again, at Square's unrivalled CG quality. You will be amazed. Roll on August and the full length story, no?

ACTION REPLY DEMO

©Action Replay

On-screen: Quake 3 Revolution cheated up to the eyeballs with unlimited health and weapons proving irresistible.

Background: Once again, the boys at AR show that when it comes to sneaky underhand tactics, they're without peers.

E3

25 PAGES OF NEW GAMES (and there are some absolute stunners...)

THE WORLD'S BIGGEST GAMES SHOW

E3, the Electronic Entertainment Expo, has just taken place in LA, California. PSM2 was there to bring back the biggest game news straight to you...

GO!

PSM2, GETTING YOU CLOSER TO...
Jak and Daxter. A gorgeous new 3D epic from the guys who brought you Crash Bandicoot. **SEE PG30**

100 NEW PS2 GAMES! WE'VE PLAYED 'EM ALL!

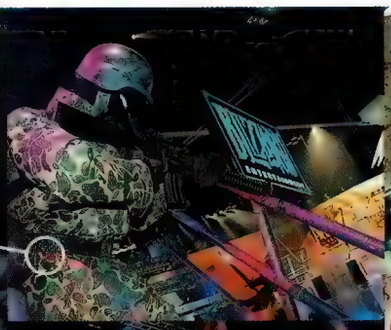
Well, at least all the ones that *were* playable. Many games are initially announced at E3, only to be up and running the following year. PSM2's reporters spent hours with DualShock 2's glued to their hands...

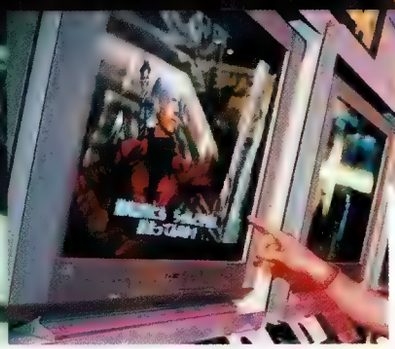
PSM2, GETTING YOU CLOSER TO...
AirBlade. Once we started getting to grips with the hover-board controls, we fell in love it. **SEE PG34**

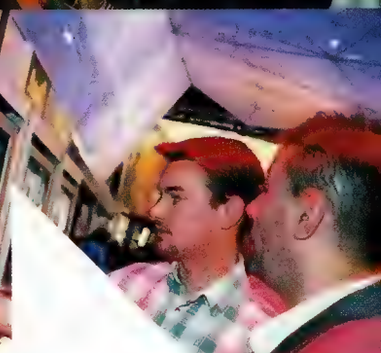
FIRST!

Inside this mammoth E3 Special, you'll get our first impressions of: **WWF SMACKDOWN! JUST BRING IT** Ballsy wrestling action with added *ggg*runt. **ICO** Mesmerising visuals that'll purify your eyes. **MAXIMO** Capcom's *zombie-free* slasher – is it for girls or something? **STUNTMAN** We're not the kind to kiss and tell, but hey.. a-hey-hey **MGS2** The new trailer!

PSM2, GETTING YOU CLOSER TO...
Metal Gear Solid 2. Hideo Kojima flew into LA with a new *MGS2* trailer in his hand-luggage. **SEE PG37**







E3 EXPO 17.05.01

GAMES

That's what PSM2's all about – bringing you new, cutting-edge PlayStation 2 titles before anyone else.

That's why we flew halfway across the globe – cattle class, obviously – to spend a week playing the best new software heading for PS2 this winter and beyond. Some of the games we've looked at won't even make it onto the shelves until deep into 2002, but you want to know how they play now, right?

So, we've got pages and pages of coverage of the major new titles to come out of E3 2001. We've selected the best screenshots to give you an accurate feel for the game, and squeezed in as much info as our pages can hold. And, as always, you'll get the essential PSM2 verdict on tomorrow's most significant games.

It all starts over the page, with Sony's first huge revelation...

E3 2001 FACT-UP

- 62,000 retailers were present from over 100 countries
- 450 games companies were present, showing off games on all systems
- The show sprawled across six exhibit halls and 14 meeting rooms, packed wall-to-wall, floor-to-ceiling with new game action. It spanned 871,000 square feet in total. And PSM2 walked them all. Twice.

THE BIG GAMES

Outside the venue for E3 the biggest PS2 games had a major poster presence. Pictured: a 40-foot-high Jak and Daxter or 400-foot Tidus from Final Fantasy X...

ROUGH GUIDE TO E3

The actual show is huge, and there's a hell of a lot of stuff to see. Here's how Marcus and Jonnie – E3 vets – made the most of it all...

E3 is wall-to-wall noise, action, cutting-edge games and cholesterol-munching Americans. And girls dressed as cops. Yes, fake cop girls. It runs for three days in May every year, and this year saw the show filling the Los Angeles Convention Centre from Thursday 16th to Saturday 19th. PSM2 also attended an epic PlayStation 2 press conference on Wednesday 15th, where Sony revealed ground-breaking new games and awe-inspiring new technology. More of that later...

The big message to come out of the show is that it's a good time to be a PlayStation 2 owner. While Xbox seemingly failed to ignite anyone's passions outside of Microsoft and Nintendo's Gamecube lacking any killer software, it was left to PS2 to scoop all the major awards.

"WHILE XBOX FAILED TO IGNITE PASSIONS AND GAMECUBE LACKED KILLER GAMES, IT WAS LEFT TO PS2 TO SCOOP MAJOR AWARDS"

Chief among the highlights being shown exclusively for PS2 were a refined demo of *Devil May Cry*, a brand new trailer for *Metal Gear Solid 2* – you simply must see this, and you will, next issue... – an effortlessly playable version of *Tony Hawk's Pro Skater 3*, disturbing visions from the dark side of Konami with a brand new demo of *Silent Hill 2*, and the breathtaking expanses of *FF10*. Get stuck in...

Check out the DVD this issue, and over coming months, for the games that had most impact at E3. Watch out for brief glimpses of *FF10*, *MGS2* and *WWF Smackdown! Just Bring It* on this issue's brief documentary...

THURSDAY

5:30AM You always wake up early thanks to the jet-lag, not to mention the fact you're in a hotel on Sunset Boulevard – officially the loudest road in LA. Start thinking about Sony's press conference yesterday and running through the new *MGS2* trailer in our heads. Don't sleep again.

9AM Catch the bus to the LA Convention Centre – the venue for E3 for the past two years. Sid Meir (he of the *Civilization* games) gets on the bus too. Smile knowingly at him. We know you, Sidney..

10AM E3 opens its doors. We head straight for Sony's sprawling game-feast of a stand. Oooh.

12PM Attend the first meetings of the day – first up Core Design. Play *Herdy Gerdy*. Next up, Eidos, and a chat with three Free Radicals about *TimeSplitters 2*.

4PM After re-visiting the Sony stand and checking out new stuff from Capcom, Namco and Square, we attend meetings with Ubi Soft (*Rayman M* in not-too-bad shocker) and Virgin. We play *Top Gun* for far too long, and just manage to leave the show before getting locked in.

6:30PM Get back to the hotel. Shoulders dented from carrying a bag rammed with press kits. Read through pages and pages of notes taken during the day. Think about *MGS2* too much.

FRIDAY

6AM Getting used to US time now. Not getting used to the frikkin' automobiles outside.

7:30AM Notice flowers left outside on sidewalk just down from the hotel. They're there as a mark of respect to a shooting here last year. Go back in hotel. Lock door.

9AM On bus. *S-i-i-i-d*'s looking sharp.

10:00AM After visiting the Sony stand again – this time to play *World Rally Championship* (how hard?), *WipEout* (how fast?) and *AirBlade* (how cool?) – attend meetings with Vivendi and EA. Get the first taste of *SSX Tricky* behind closed doors.

12PM The heat turns up and it gets busy now – rush to see Capcom (they're showing a trailer for the Resi Evil movie), meet up with PSM2's photographer, have a one-to-one with Square Europe and leg it to THQ's booth to see Kurt Angle and play *WWF Smackdown!* Sit down for five minutes..

4PM ... get up again and run like Steve Cram to see Acclaim – they've just signed up *Shiny Red Car* from Brit-developers Criterion Studios. Play it for far too long – it's a cracking racer. Rush to see LucasArts and their new Star Wars podracer game. Brush past the little chap out of Diff'rent Strokes. Whatchyou talkin' 'bout? Brilliant, mate!

7PM Just time to read through the day's notes back at the hotel. Notice that the words 'Final Fantasy 10' and 'best looking game ever?' are scrawled too often.

SATURDAY

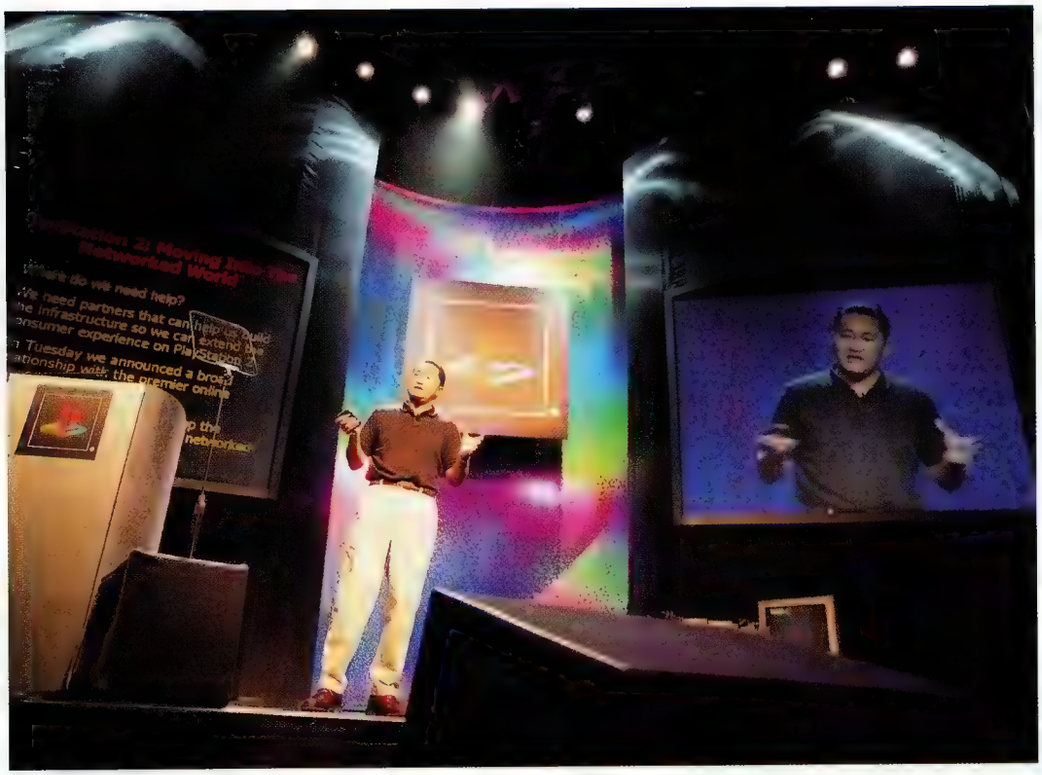
5:30AM Wake up with hangovers. Went to Sony's PlayStation 2 party last night. Everclear played for us. Gotta love that American rawkishness.

9:30AM Bus-Schidney-here-now. At our first appointment of the day – with Take 2. *Smuggler's Run 2* clears our heads. Meet up with PSM2 photographer again, then catch up with Activision. Tony Hawk wheels about a half-pipe above our heads. Oooh... head. Go and chat to the *Tenchu 3* team.

12PM The final run begins: first to Midas. (*G-Surfers* looks a bit flaky at the moment), a quick bit of grub, then on to Konami (securing the shocking new *Metal Gear Solid 2* for our next DVD as we go – we bring you first pics on pg37) before meeting up with Infogrames and being shocked silent by *Stuntman*..

4PM The show's closed. That's it for another 12 months... unless you live in Europe, in which case ECTS in September, held in London, is the place to be to see all these games in a more advanced state! Fantastic...

8PM Time now to head out for a glass of milk or two. Let's hope we can find our main man Sid. We miss him.



›PS2 TECHNOLOGY NEWS

PS2 HITS THE NET

The major announcement at E3 was that PS2 will be on-line by late 2001 – in the US at least – with Europe a few months behind. Forget *MGS2*, *FF10* and *SSX Tricky*, this was *the* story of E3. If rumours can be believed, PS2 will be an *exclusively* on-line machine by 2005. You'll be buying your games straight down the wire.

Kaz Hirai, SCEA's top man, announced Sony have gone into partnership with RealNetworks, Macromedia, Cisco and AOL to achieve their on-line dream.

AOL have 29 million customers in North America alone and'll develop a PS2 version of Netscape Navigator for chat, e-mail and content delivery. RealNetworks and Macromedia'll be responsible for the audio/visual stuff. Cisco will develop PS2 optimised Internet protocol (IP) software for broadband/digital content.

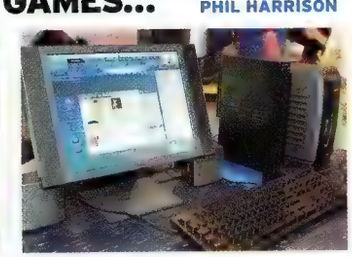
An analogue/ethernet network adaptor will be available in the US this November, priced at $39.99 (Kaz is holding one in the photo above) – which allows PS2 to connect to a standard 56k modem. A 40MB Hard Disk Drive will be available at the same time. The swanky LCD screen – compatible with PAL and NTSC – plus keyboard attachment will be available by Christmas 2001.

"WE WANT TO PIONEER ON-LINE AND BROADBAND GAMING, CHANGING THE WAY WE DELIVER GAMES..." PHIL HARRISON

Sony Europe's dedication to on-line gaming was confirmed by development boss Phil Harrison: "We want to pioneer on-line and Broadband gaming. We want to change the way we deliver games and move to a TV-style model – communication is the new form of entertainment." A deal has already been signed with UK cable company Telewest to provide Narrow/Broadband content. Responding to criticism that PS2 was becoming a PC, SCEE's Chris Deering affirmed, "It's all about games. In the future they'll have on-line connectivity – a fact of life."

Which games? Well, we already know about *Tony Hawk's 3*, and SCEA confirmed that *Tribes*, *Frequency* and *Twisted Metal: Black* will be playable on-line. Most excitingly, an E3 demo of voice-activated special forces game *SOCOM* featured two teams of three playing live on-line. Look forward to more – much more – on PS2's on-line future next issue...

HIRAI GO: SCEA's Big Cheese, showing how the network adaptor will fit to your console.



NET AGAIN: You'll crave the smart keyboard, mouse and screen, trust us. Nice and PC, no?

THE COMPLETE E3 LINE-UP

We played every game that was up and running at the show – but for the full run-down of playable games and announcements, along with expected release dates, head to Incoming on pg40. In the meantime, here's your guide to the games in this E3 Special ..

Big new games **GO THERE!**

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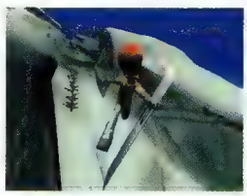
UP, UBER AND AWAY: So how's he doing that? 'Proper' snowboarders tut when they see this.

MAKE THE MUSIC: Aphrodite and the Plump DJs are joining Mix Master Mike on the soundtrack.

SINFUL INDY HAIR: We asked EA for a character with a 'fro - and Eddie's has its own physics.

FIRST EVER PICS!



SCREAM TOO: Eddie Wachowski's being voiced by David Arquette - husband of Courtney Cox and former WCW heavyweight champion. Fact.

DEVELOPMENT NEWS オモナクダト

SSX TRICKY

The update's now a proper sequel, with big air, massive hair and radical all-new Uber tricks. Ready to get crazy?

EA Canada originally saw *SSX* as a racing game, so they were a bit surprised to see that everyone ended up spending all their time going for *that* last red snowflake on Pipedream. Showoff mode's the best way to play *SSX*, simply because it relies on looking cool.

With this in mind, the existing courses have been radically redesigned to put the emphasis on jumps and grinds – and they'll include different interactive elements depending on whether you're playing in Race or Showoff mode. Garibaldi, set in Canada, is designed for big air, but Alaska's only for the truly suicidal – it's rammed full of near-vertical cliffs. There's also a new trick element that's already causing controversy in the PSM2 office – the Uber tricks. These typically involve skateboard-style kickflips and handstands, and nailing them requires huge air. Snowboarding purists regard them as ludicrous, but they'll provide a new challenge for those who've already mastered Unethical Experimental Rodeos. Seeing the game in action, we were impressed by the constant 60fps frame-rate – one of the original's only flaws was that occasional slowdown could mess up your timing.

There's also a more involved storyline element in the game – certain characters will be more aggressive when racing against their enemies, with DVD cut-scenes illustrating the bitter rivalries and passionate love affairs that (probably) happen on the World Circuit. To intensify the competitive element, the course design also includes more crossover points where racers can leap over and past each other – think Elysium's notorious cliff run.

One year on from the last tournament, Hiro and Jurgen – the least popular characters – have incurred horrible injuries. Stepping up to take their places are new racers Psymon, Seeiah, Eddie, Luther Duane, Lisa and Brody. More detailed facial animations convey the emotions nicely – but EA couldn't resist flinging money at the franchise and hiring a few B-list celebs. Expect to hear Macy Gray, Billy Zane, Lucy Liu and David Arquette doing bad impressions of extreme sports fanatics very, very soon.

PSM2 RECKONS *Some have their reservations about the Uber tricks – everyone's looking forward to the Alaskan cliff run. It's going to be amazing, trust us.*

THE HILL'S ALIVE: The lovely Elise leads the pack through the new Garibaldi track.

SHOCKS & FLOPS

ショックス アンド フロップス

› Konami unveiled an even more disturbing new trailer for **SILENT HILL 2** – it was officially (according to PSM2) the most unpleasant game at E3... › Sony confirmed that **MGS2** and **SH2** are exclusive to PS2 for the whole of 2002... › Sega and Namco both gave tasters for their respective seminal beat-em-ups: **VIRTUA FIGHTER 4** was running as a rolling demo behind closed doors at Sega's booth, while Namco unveiled the first character from **TEKKEN 4** on a tantalising trailer... › Acclaim gave PSM2 a taste of two 'secret' new games – **SHINY RED CAR** (working

title), a racer from Criterion Studios that awards you for driving, er, *bravely*, and **JINX**, a new adventure that looks like it'll take on the likes of *Jak and Daxter*... › The quietest area of Sony's stand was around the **OKAGE: SHADOW KING** pods – no-one seemed arsed with the Japanese RPG... › **SUPER-CAR STREET CHALLENGE** from Activision was a racer that didn't set us on fire – looked a bit choppy, really – although its real-time car morphing feature worked pretty well... › **TETRIS WORLDS** is, as you might expect, *Tetris* pure and simple. With a multi-player game. Hmm... › EA had a playable version of **JAMES BOND 007 IN... AGENT UNDER FIRE** on show. We played it. The driving parts were entertainingly explosive – shoot missiles, watch passers-by leap out of the way, and the shooting sections

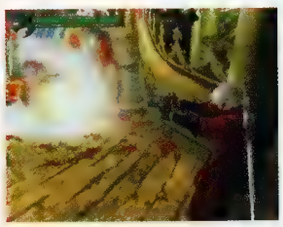
›UPDATE ソクホウ

DEVIL MAY CRY

"Everyone wants to be a superhero, but we're only human – in the game, you can be a devil, too," producer Shinji Mikami turned up to E3 wearing shades, and before long he was miming out Dante's sword-uppercut double-gun combo for a huge audience. This is a man who's passionate about making his games look cool.

The new playable demo of *DMC* carried on from where the one included with *Code: Veronica* left off. PSM2 finally got a crack at that huge mutant spider, diving away from fireballs and plunging a sword into its back during a spectacular scrap.

PSM2 RECKONS *It still feels exhileratingly cool to play, and actually finishing off that bloody huge fiery spider was a joy – although we're not convinced by Dante's 'dudish' American accent.*



CLOAK AND DAGGER: His coat's been made a bit flappier than before.

ARE YOU EXPERIENCED? Dante now racks up RPG-style XP points for kills.

PRIMAL IMAGE: The in-game motion-captured movement and impressive AI add to the atmosphere.

PRIMAL SCREAM: You'll be able to commandeer animals for the more adventurous sections.

FIRST EVER PICS!

›DEVELOPMENT NEWS オモナワダイ

PRIMAL

Time to get medieval on somebody's ass – Wolvie berserk-style, of course.

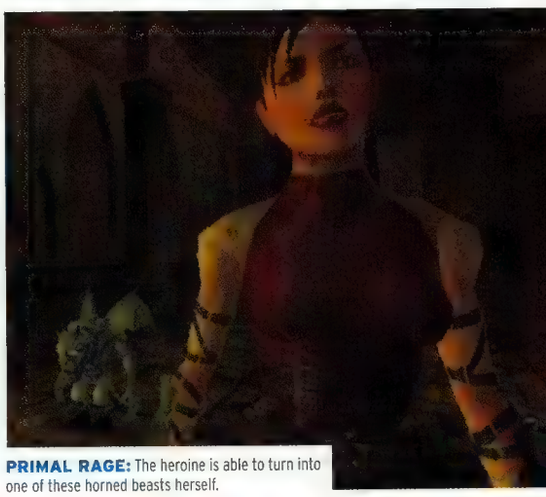
After the success of *Medieval* and *C-12*, SCEE Studio Cambridge are currently working on their darkest game yet. *Primal*'s a dark fantasy set in the realm between this life and the next – but more importantly, the main character's a pretty lady with Wolverine-style retractable claws.

The game's an action-adventure taking place across four demonic kingdoms, each with its own culture, style and customs. Like Volition's *Summoner*, *Primal* uses disc-streaming, so while they're all huge, you won't encounter any loading pauses as you explore.

In terms of visual style and feel, *Primal* reminds us most of the *Legacy of Kain* series. Early footage doesn't give much away in terms of plot, but it did show plenty of horrific slashings and spurting arteries. Which is always a bit of a bonus.

PSM2 RECKONS *The pedigree of the team's a promising start – but it's a bit brown, isn't it?*

PRIMAL FEAR: The little stone bloke seems to be the leading lady's sidekick and best mate.



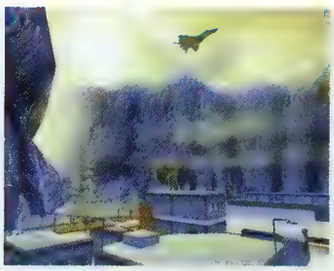
PRIMAL RAGE: The heroine is able to turn into one of these horned beasts herself.

held together OK… › The PS2 version of **DEUS EX** – PC Game of the Year 2000 – was shown to PSM2 behind closed doors. RPG and FPS rolled into one – fantastic… › We got the first glimpse of **E.O.E.** behind closed doors at the Eidos stand as well – a bit like *The Bouncer* but with weapon-driven combat… › On the Virgin/Interplay/Titus stand, PSM2 was disappointed by **ROBOCOP** (looks like a bog-standard FPS shooter), but surprised by **MAELSTROM** (space-based FPS and aerial combat with 2000AD comic style)… › There was a brief, rendered intro trailer for the new PS2 **TUROK** game running at Acclaim's stand – makes the N64 games look very dated… › Sony confirmed that the next game from *Gran Turismo* supremo

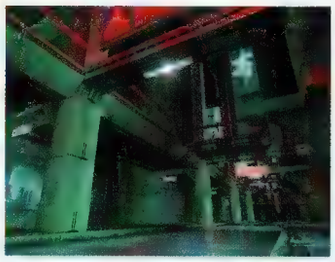
Yamauchi-san would be an on-line one… › **THE GETAWAY** failed to make any playable appearance – although Sony did show a brief edited demo… › We took a look at **TENCHU 3**, but came away a little disappointed… › 3DO announced that they're working on **DRAGON WARS: OF MIGHT AND MAGIC** but, to be honest, we couldn't get excited about it… › **RUNE** from Take 2 clearly offers a deep, involving quest, but… well, you've seen it on our DVD… › **DAVE MIRRA FREESTYLE BMX 2** was noticeable for its smart create-an-arena mode… › **PROJECT EDEN** handled pretty well

– the interface is easy to get to grips with… › **ESCAPE FROM MONKEY ISLAND** was a prominent title on LucasArts' stand… › **SOUL REAVER 2** was playable, but a little weak to be honest…

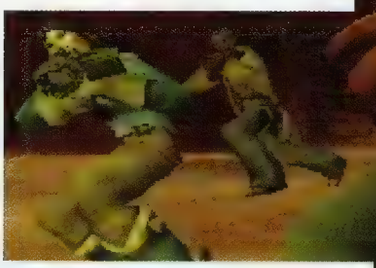
TOOLING UP: Free Radical say they're emphasising quality over quantity in terms of weapons.



ON WITH THE SNOW: The artists are trying to keep a coherent visual style throughout the game.



WALL'S OK... Chinatown was a Deathmatch favourite - here's hoping for an expanded version.



AFTER THE GOLDRUSH: The first level takes place in a wild west mining town during the 1850s.

›DEVELOPMENT NEWS オモナダト

TIMESPLITTERS 2

Amid all the American E3 excesses, PSM2 joined some fellow Brits for a cup of tea and a chat. Toodle-pip...

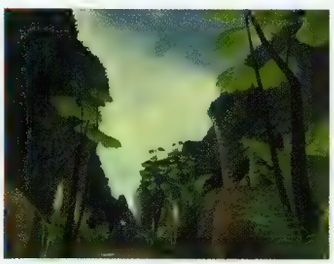
We rated *TimeSplitters* as one of the best launch games on PS2 – and the only reason to buy a MultiTap 2. But it wasn't perfect. To make sure it hit UK shops at the same time as PS2, Free Radical Design had to develop it – along with their own 3D engine – within 12 months of getting hold of a development kit. They did superbly, but there was undeniably something missing from the single-player mode – and it made us swear like Tourette's-afflicted marines.

Forget that. During a lull in the yankophile's paradise that is E3, PSM2 whisked Free Radical director Karl Hilton aside – and he assured us that it's going to be different this time. No more picking up bags and scooting for the exit – the new mission objectives have more in common with *GoldenEye*, incorporating stealth elements and proper ambush situations to test your nerve. Cut-scenes will link the levels together, providing a story behind the time-travelling. The AI's been ramped up too, making the enemies behave more realistically. Free Radical have added seven members to the 13-man team that worked on *'Splitters*, the emphasis being on people with experience in 2D animation. The traditional stick figures have been abandoned in favour of more stylised character models – fat ones waddle, leaner types are more acrobatic.

The first game's Challenge levels were almost an afterthought – which explains why they were so tough – but now they're being tweaked to ensure a proper learning curve.

Putting the icing on a tasty-looking solo-play cake, you'll also be able to design your own Story mode levels in the Map Editor, complete with patrolling guards and locked doors.

PSM2 RECKONS *All the fun of TimeSplitters – without your friends? It seems impossible, but we believe 'Splitters 2'll hit early in 2002...*

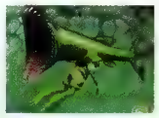


SUPER GRASS: Nope, it isn't *Herdy Gerdy* - it's a peculiar ground view of the forest level.

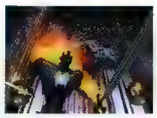
SKULL THUGGERY: During cut-scenes, each character's face contains 200 'bones'.

SHOCKS & FLOPS ソヨワダト

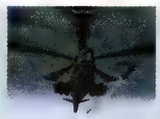
› **DYNASTY WARRIORS 3** was up and running at the show, but didn't appear a radical departure from *2*. . › **MONSTERS, INC.**, based on the Disney Pixar flick, will hit UK PS2s early next year... › Midway announced that they're bringing **DEFENDER** to PS2... › Konami unveiled **FROGGER: THE GREAT QUEST**, a 3D adventure... › Sony Europe confirmed they've got



over 550+ people creating games for PS2 (and PSone) in the UK alone... › **DEVIL MAY CRY** (and any sequel) will be exclusive to PS2 through 2002 and beyond... › **STAR TREK: SHATTERED UNIVERSE** was OK, but there was no depth to the mission structure... › **SHADOW MAN: 2ECOND COMING**



looked very early code to us... › We played Core Design's **THUNDERSTRIKE: OPERATION**



PHOENIX – it doesn't look half-bad, and there's an excellent missile cam to control... › The award for most unnecessary game naming has to go to **PRYZM CHAPTER ONE: THE DARK UNICORN** from TDK... › **FIFA 2002** made an appearance behind closed doors on EA's stand – looks a lot sharper than previous *FIFAs*... › **F1 2001** will be out at the end of the year – it's yet another Formula One title, but this time from EA. It goes for an arcade-style of play...

RED FACTION

www.redfaction.com

"...THE PS2's DEADLIEST GAME..."
Official PlayStation 2 Magazine

PlayStation.2 JUNE 2001

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EXPECTED UK JULY 2002

FINAL F

Our brains might have been overcome by madness, but our eyes thanked us for going to E3... bring on the best looking game there.

DURING the post-E3 frenzy, there's quite a bit of heated banter among the PSM2 team. *State Of Emergency* – inspired idea or cynical gimmick? *Frequency* – bravely innovative or bemani tat? The same phrase keeps cropping up in reference to *Final Fantasy 10*, though, and no-one can disagree with it. 'This is the best looking game *ever*.' Well, quite.

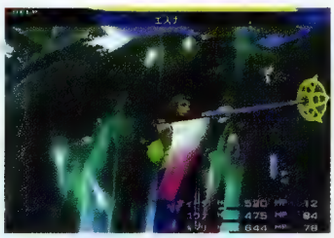
"IT'S THE MOST VISUALLY ASTONISHING GAME ON PS2, AND WHAT WE KNOW OF THE STORY'S ALREADY GOT US ITCHING TO PLAY THE FULL GAME"

Unlike previous *Final Fantasy* games, *FF10*'s world map is rendered in full 3D, with fully polygonal objects representing every town and landmark. As Tidus roams through dungeons, mist rolls across the floor and around his legs. And, of course, the combat sequences – signalled by the screen breaking into shards – are nothing short of incredible.

Summons are more breathtaking than ever – and they're no longer a one-off special attack. Whenever Yuna calls up one of the huge Shins, it appears in a stunning real-time sequence – but then becomes a controllable character with its own special attacks and spells. Each Shin also has an Overdrive attack – a devastating burst of polygonal beauty that'll annihilate most opponents.

FF10 was very nearly the game of the show for us – just pipped to the post by the new *MGS2* demo. It's arguably the most visually astonishing game on PS2, and what we know of the story's already got us itching to play the full game. It'll undoubtedly sell a shedload of PS2s – rightly so. **PSM2**

Time to brush up on your Kanji – FF10 will be released in Japan this July.



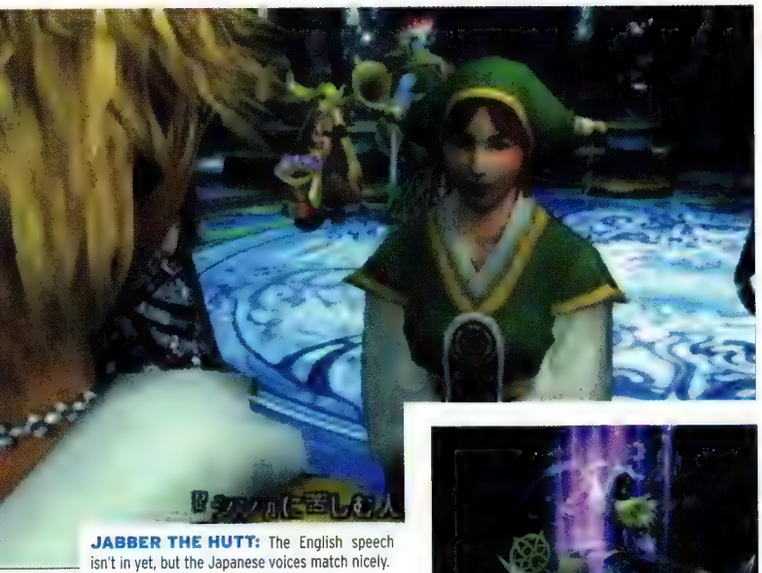
SUMMON ALL YOU FAITHFUL: Yuna's got a wide range of Shins to call - from birds to lava-giants.

YOU'LL SEYMOUR OF HIM: New bloke Seymour's a half-human, half-aian prince.

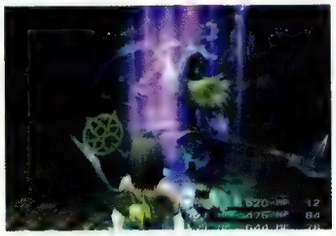
UP CLOSE

PUBLISHER Square
DEVELOPER Squaresoft
PLAYERS 1
DETAILS Spoken Dialogue, Internet Support

FANTASY 10

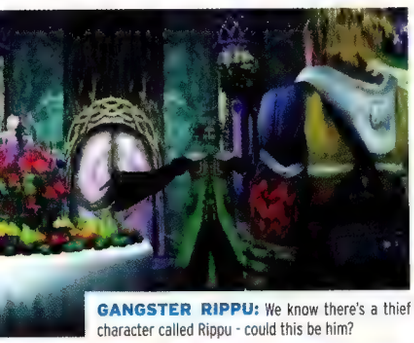


JABBER THE HUTT: The English speech isn't in yet, but the Japanese voices match nicely.



YUNA STUBBS: Once she's summoned a creature, it'll stick around for the rest of the battle.

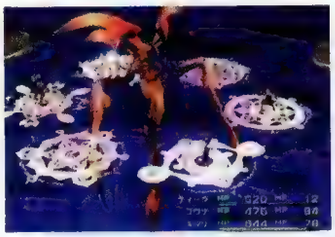
SHIVA ME TIMBERS: Shiva's one of the 'Shins' that you can summon to fight on your behalf



GANGSTER RIPPU: We know there's a thief character called Rippu - could this be him?

BOY IN BLUE: The bloke on the left's Kimari, Yuna's guardian.

PLAIN FLAILING: The Active Battle System's been abandoned, so forget frantic button-jabbing.



LIMBO DANCING: Some of the more spectacular fights take place on an ethereal plain.

ICICLE MADE FOR TWO: Shiva's the frosty one - she's got a powerful ice-shard attack.

HANDS ON

The random encounters still niggle a bit, but the more strategic battles are a stroke of genius.

It's now possible to switch between characters or change armour and weapons during heated battles. The controllable elementals are simply stunning – we can't wait.

ORIGINALITY ★★★
HANDLING ★★★★★
PRESENTATION ★★★★★

WED OR DEAD: Seymour's planning to marry Yuna when he inherits his father's throne. The cad.

EXPECTED UK LATE 2001

KINGDOM HEARTS

Disney might have rescued their videogame reputation forever...

CARTOON KILLERS: Wizard Donald and Captain Goofy mix it with this metal-headed scarecrow.

ONE OF One of the oddest, and yet strangely, most compelling amalgamations of E3 had to be the union of Square and Disney for *Kingdom Hearts*.

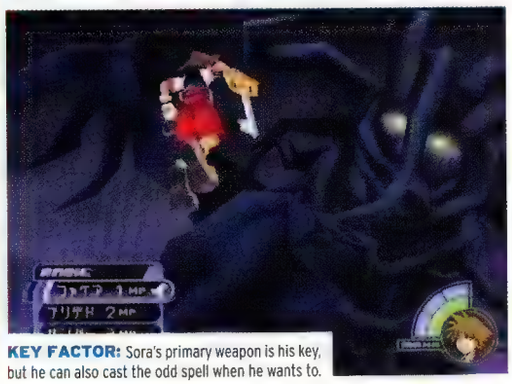
Focusing on the life of a young boy called Sora and his quest to locate his friends – Riku and Kairi – the game reaches across both universes creating some surreal combinations of style, content and superb animation. In the promotional trailer on the Squaresoft stand for example, there were scenes depicting Goofy fighting in classic RPG style beside Sora, along with our hero riding on the back of Dumbo and wandering beneath a Snow White stained glass window. Mucho bizarreness, but with the guiding hand of Tetsuya Nomura – the man behind the joyous character designs of *Final Fantasy 7* – you can't help but sit up. We'll have more on *Kingdom Hearts* for you at the end of this year. **PSM2**

It'll be late 2002 before we see it appear in UK stores.

"SURREAL COMBINATIONS OF STYLE, CONTENT AND SUPERB ANIMATION"

UP CLOSE

PUBLISHER Square
DEVELOPER Squaresoft
PLAYERS 1
DETAILS Disney baddies will appear in the game as enemies.



KEY FACTOR: Sora's primary weapon is his key, but he can also cast the odd spell when he wants to.

EXPECTED UK MID 2002

STUNTMAN

You might jump an open drawbridge, you might roll a brand new car – you're a well-known stuntman, after all.

THE AVERAGE stuntman spends three years in training, at a cost of about £6,000, before he or she even gets *near* an exploding car – and even then, they've got to get themselves an Actor's Equity card. Thankfully, Infogrames' latest skips all that and gets straight to the fun bit – starring in stunt-driven movies.

Almost every genre's catered for – from 'Whoopin' and a hollerin'', the Dukes Of Hazzard-inspired wreck-em-up based in Louisiana, to a tense political thriller taking place across the Swiss Alps. There's a spy film set in Monaco, a gangster flick in London, an Indiana Jones-style epic in Egypt and a John Woo blastathon in Bangkok – the only thing missing's a Blues Brothers extravaganza. Each of these 'movies' contains three or four set-pieces, and each set-piece consists of about 20 stunts, typically involving smashing through windows or jumping over things. Many of the more spectacular stunts will be instantly familiar to movie-buffs – look out for the corkscrew ramp-leap from The Man With The Golden Gun.

As the stunts get increasingly complex, they require more than just driving skill – in some missions, tapping ◎ sets off a nitrogen canister designed to catapult your car into the air. After you finish each set-piece, they're woven into a story together with some nicely-rendered FMV sequences – and if you feel like showing off, you can take your Memory Card round to a mate's to compare airtime.

"EACH SET-PIECE CONSISTS OF ABOUT 20 STUNTS, TYPICALLY INVOLVING SMASHING THROUGH WINDOWS AND JUMPING OVER THINGS"

You only need to get a score of 75 percent or more to complete a set-piece – but extra points go towards buying kit for your own personal stunt playground. Always wanted to go off a 45° ramp, over an 18-wheeler and through a billboard advertising toothpaste? Now's your chance.

Hang on to those childhood fantasies a while longer – you've still got a year to wait.

SMOOTH CRIMINAL: Canny full-screen anti-aliasing means you won't be bothered by jaggies.

HANDS ON

The physics engine's very convincing, from the car's front dipping as you brake, to bits breaking off the cars and scenery – even the furry dice bobbling about under your mirror. It's undeniably fun for a short period of time – and you'd certainly complete it once for entertainment value – but we're hoping it'll offer something to keep you coming back.

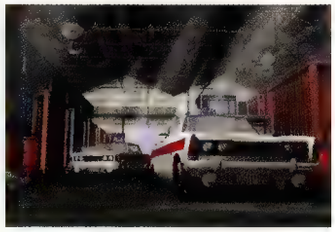
ORIGINALITY	★★★★★
HANDLING	★★★★★
PRESENTATION	★★★★★

THE SHADOW KNOWS: Notice how the shadows are mapped *around* objects - nice touch.

JUDDER NELSON: In some scenes, the camera bounces around with the car.

INSIDE JOB: The car interiors are some of the most detailed we've seen on PS2.

FALLING WITH STYLE: There's no judging panel awarding points - you either make it or you don't.



LOST AND FOUND: On-screen visual cues - like big arrows - should stop you getting stuck.

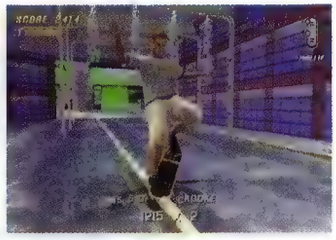
UP CLOSE

DEVELOPER
Reflections
PUBLISHER
Infogrames
PLAYERS 1
DETAILS
Customisable stunt arena; vehicles from an Aston Martin DB7 to a snow speeder.

GETTING TYRED: They haven't been put in yet, but expect skidmarks to scuff up the landscape.

SNEAKER PIMP: The clothing detail has been extended to the pattern on your plimsolls.

PUT TO THE BOARD: Buzzing an innocent pedestrian might cause him to chase you.



TIME FOR REFLECTION: PS2 has allowed Neversoft to create true glistening water effects.

EXPECTED UK LATE 2001

TONY HAWK'S 3

The finest stunt-based game of all time hits PS2 with all trucks grinding – we nab exclusive new details and shots from the Hawkster's hometown.

UP CLOSE

DEVELOPER
Neversoft
PUBLISHER
Activision
PLAYERS 1-4
DETAILS
Fully interactive scenery; improved trick rosters and player create options.

WE SLIPPED away from the E3 crowd to coax some exclusive details from *THPS3* developers Neversoft. Level designer Aaron Cammarata proudly showed us the Canada level – his creation – and burbled excitedly about the game's new features.

Tearing through a treetop village, Aaron paused to reveal, "The detail is insane. Birds scatter, and civilians react as you ride by – stop close and you can hear the pedestrians talk to each other."

Grinding past a switch box, a hydraulic ramp rose to open a new part of the level: "One of the goals in each level will be to change its structure and unlock secret areas," admitted Aaron. We can also expect levels set in Middleton, Rhode Island, Rio and Paris.

Aside from the 3000-polygon animations and balance meter, the big innovation was the Revert function – allowing you to link ramp tricks to manual rolls. In theory, your whole run could be one long combination. While we were watching, Aaron casually produced a 12-string Revert combo worth 100,000 points. Fans will be pleased to learn that you can activate manual rolls while grinding a rail – not just when you land.

ON-LINE OF THE TIMES: The players will have customisable taunts and catchphrases.

Neversoft confirmed their on-line plans, "We're supporting TCP/IP and can move in the direction Sony lead us – albeit Broadband or Narrowband. At very least, we'll have all the old multi-player modes playable on-line like Trick Attack, Tag, Horse and Graffiti. With the improved player-create mode you can create your own on-line identity and at this stage we've already got 12 different heads for the female skaters."

Tony's *looking 60 percent ready for action at the moment.*

HANDS ON

The game feels just perfect. The Natural flip combos – hold D-pad right and tap ⊡ three times – are a real boon, and the Revert function – tap ⊡ – a joy to use.

While experimenting, we discovered new tricks, including the Saran Wrap, Cannonball, Slob, Seatbelt and Crail Grabs. Basically, it's the same combo-based game but with intricate story-based goals to heighten the sense of interaction – *THPS3* will be simply unmissable.

ORIGINALITY ★★★
HANDLING ★★★★★
PRESENTATION ★★★★

"ASIDE FROM THE 3000-POLYGON ANIMATIONS, CHARACTERS AND BALANCE METER, THE BIG INNOVATION WAS THE REVERT FUNCTION"

GET OUT OF RAIL: You can tap the manual roll sequence before you exit the blunt slide.

THE LEGEND OF BAGGER BALANCE: The new Balance Meter will help you stay on track.

EXPECTED UK LATE 2001

WWF SMACKDOWN! JUST BRING IT

Get the tables! Watch out for the Spanish announcing team! Hit the ref! It's all part of sports-entertainment, see?

AMERICANS understand wrestling. It's not supposed to be a sport, and it certainly isn't supposed to be real. It's about watching two big lads, or – ahem – ladies, somersault off ladders and powerbomb each other through tables while you chug beer and hoot. The *Smackdown!* series does this brilliantly – which is probably why it was so popular at E3.

"IT'LL ALSO ALLOW TAG TEAM TLC AND LADDER MATCHES – AND, OF COURSE, YOU'LL BE ABLE TO SMACK THE REF WITH A CHAIR"

UP CLOSE

DEVELOPER Yukes
PUBLISHER THQ
PLAYERS 4 players
DETAILS 35-50 characters; over 1,000 moves; 1,000 parts in create-a-character mode; 78 match types; 60 fps frame-rate...

The character list for *Just Bring It* isn't set in stone yet, but currently includes 35 wrestlers – less than *Smackdown! 2*, because of the modelling time involved. Still, patriotic favourite William Regal's in there, as is Raven and, um... senior referee Earl Hebner.

Developers Yukes are promising more moves involving inanimate objects this time – check out Absolute E3 on our DVD to see Y2J catapulting a ladder into someone's face. The arenas will use three-times as many polygons as before, with improved lighting and crowds.

Yukes have also responded to their critics by including running commentary, with the excitable sportscasters occasionally popping up in a separate picture in the bottom right-hand corner of the screen. Unfortunately, the play-by-play duties have fallen to the C-list team of Tazz and, gyah... Michael Cole.

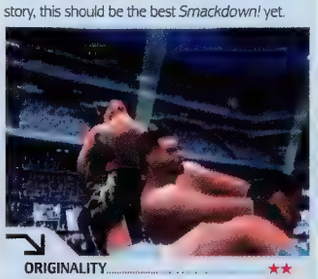
Finally, be happy. *Just Bring It* will allow up to nine characters in the ring at once. That's three more than you need for a proper Royal Rumble, and enough for a proper Survivor Series match with a ref to hit. It'll also allow tag team TLC and ladder matches – and, of course, you'll be able to smack the ref with a chair. Which is more than can be said for proper sports.

THQ should Just Bring It *to the UK for Christmas 2001.*

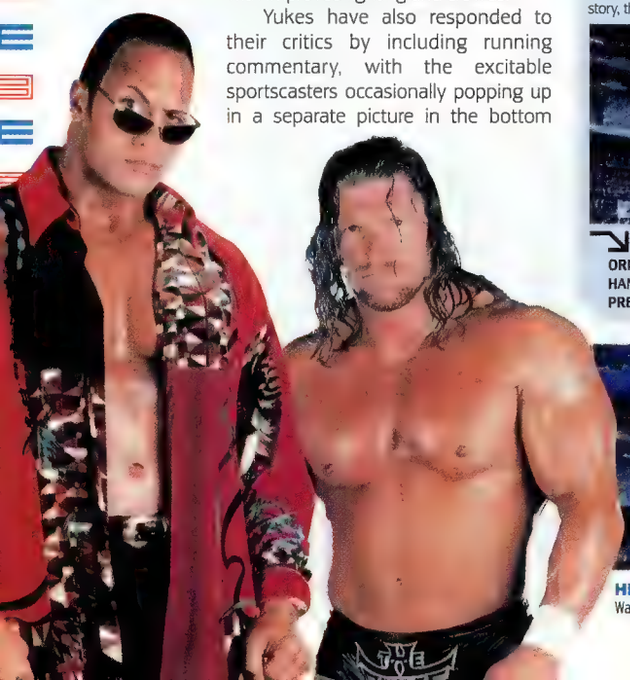
HANDS ON

Apart from being smoother, *Just Bring It* doesn't feel radically different to *Know Your Role* – but THQ's own Josh Miller has promised PSM2 that the Career mode'll be less tedious than before.

With more scenic interaction and an involved story, this should be the best *Smackdown!* yet.

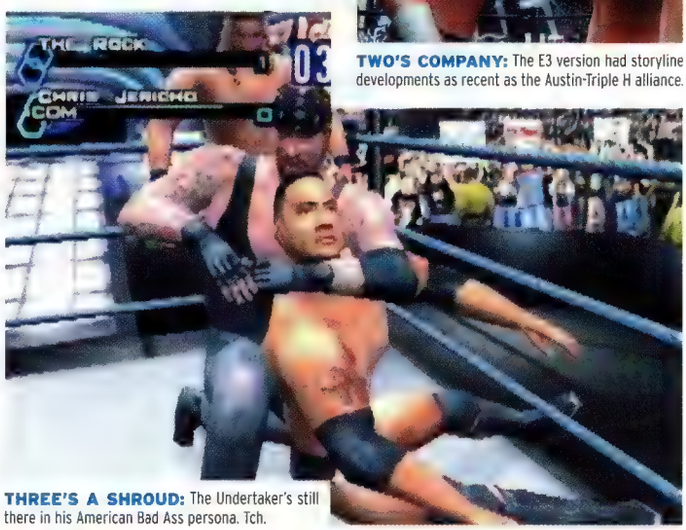


ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★★

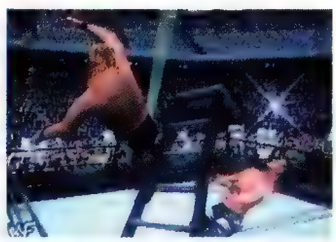


HEIGHT ADVANTAGE: Y2J locks in the Walls Of Jericho atop a ladder – is it a cut-scene?

TWO'S COMPANY: The E3 version had storyline developments as recent as the Austin-Triple H alliance.



THREE'S A SHROUD: The Undertaker's still there in his American Bad Ass persona. Tch.



CAN I KICK IT? More interaction with inanimate objects should make for realistic ladder matches.

DON'T SPEAK: It isn't clear yet whether you'll be able to attack the commentators. Here's hoping.

VEHICULAR ASSAULT: Triple H will be flinging people into cars as enthusiastically as ever.

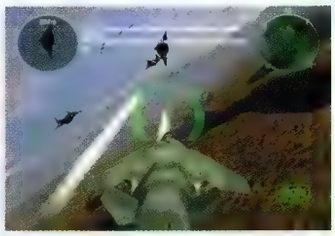
TIME CRISIS 2

No, you aren't going to need two TVs. *Time Crisis 2* will feature a two-player mode, but Namco are getting round the dual-viewpoint issue by including a split-screen. It already looks vastly superior to the arcade game it's based on, and it'll be fully compatible with the GunCon 2.

TOUCHING CLOTH: Visually impressive *and* with the gameplay that made the original a blast.

DROPSHIP

Rather than gazing down on a battlefield, you'll be scooting around it in real-time tactical action as part of a team effort, transporting troops and blowing things up. You'll also be put in charge of armoured cars, fighter planes and tanks. We'd have liked a bit more strategy, but it still looks corking and handles well.



COMBAT BEAUTS: The air combat encounters sit well with the mission-based objectives.

SLED STORM 2

With the success of *SSX*, EA look set to jam every franchise they've got full of Cock-er-ney geezers and ludicrous stunts. In *Sled Storm 2*, riders jostle and punch each other on the starting line, then it's a straight shot downhill, careering through lots of nicely-done snow and the occasional log cabin.

SLED'S NOT DEAD: EA have a reputation for downhill racing that *Sled Storm 2* looks likely to enhance.

WORLD RALLY CHAMPIONSHIP

Every person we talked to agreed with us that *WRC* was the most technically demanding racing game at E3, and really suffered because of it. Picture us gently preparing to fishtail into the first corner and ending up on our roof with a nudge of L3. Infuriating.

TURNER PRIZE: It looks fantastic, it's technically brilliant and... ferociously hard to master. Bugger.

DEAD TO RIGHTS

The plot has you framed for the murder of your father and, in order to capture the chaotic feel of a good John Woo film, there's plenty of twin-handgun action and a button specially reserved for diving. There's also a clever hand-to-hand system, full of disarming moves and necksnaps. Nice.

GUN, BUT NOT FORGOTTEN: It's smooth, but the character animations are a touch slow.

DARK SUMMIT

Rather than tackle *SSX* head-on, *Dark Summit's* a mission-based, story-driven snowboarding game. Sinister ranger chief O'Leary's trying to drive boarders off the Mt Garrick slopes, and you have to stop him by busting sick tricks and building your rep. No, it doesn't make sense to us, either.

SILENT SLOPE: *SSX* meets Scooby Doo? This could be a surprise hit or die on its arse.

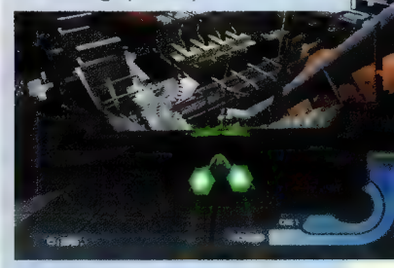
SPLASHDOWN

Pick one of four licensed Seadoos – like flat Skidoos – for a joyride through the second-most realistic water at E3 (after *Ico's*). Slalom through the winding streets of Venice or blast across the Great Barrier reef – there are 19 courses in all. Sadly, we didn't manage to capsize any gondolas.

GIRLS AND BUOYS: Water racers usually don't do well, but *Splashdown's* smart physics could save it.

WIPEOUT FUSION

Taking the prize for fastest game at E3, Studio Liverpool's fourth entry in their *WipEout* series is incredibly polished. With 45 circuits, new course features such as air jumps, flip pads and corkscrews, and some viciously unforgiving enemy AI, it's the most demanding fly-drive yet.



DESCENT OF A WOMAN: This is a gentle incline compared to a lot of the courses. Ace.

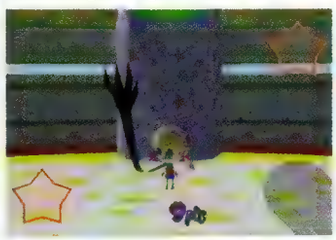
MAX PAYNE

Rockstar are keen to point out how detailed *Max Payne* is – the team hired bodyguards to take them around slum tenements and crack dens for reference. It's certainly chillingly grim and atmospheric until, that is, the little polygon people start running around.

CAMO LARGE: It's dark and grainy with some incredible Matrix-esque Bullet Time camera trickery.

STRETCH PANIC

Effortlessly snatching the Weirdest Game award from under *Frequency's* nose, *Stretch Panic* features a little girl with a demon-possessed scarf in a world made entirely of rubber. You might be put off by the cuteness – but if you don't snort with mirth when you twang a boss' nose until it dies, there's something wrong. We can't wait.



SCARFED FOR LIFE: The gameplay's bright, varied and addictive – if not a little confusing at times.

HERDY GERDY

The only problem that this epic puzzle adventure faces seems to be that it looks a bit, well... young. The plot, revolving around magic flutes and the Acorn of Power, disguises some fiendish cause-and-effect puzzling, and the graphics are Disney standard. A sleeper hit in waiting.

UNUSUALLY ANIMATED: It looks beautiful, but the version at E3 had a very suspect frame-rate.

VAMPIRE NIGHT

Zombies are all a bit last week, so Namco, bless 'em, are unleashing vampires on PS2. We're not sure how you can shoot them – stake-tipped bullets or holy-water pistols? – but the game's solid gothic, arcade fun from Namco, with all the splatter and branching paths you remember from *House Of The Dead*.

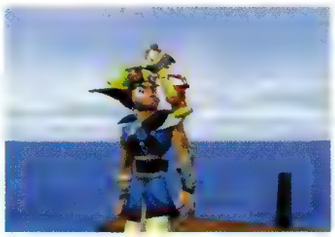
DAMNED AND BLAST IT: Thankfully, something that stands out from the crowds of undead killers on PS2.

EXPECTED UK NOVEMBER

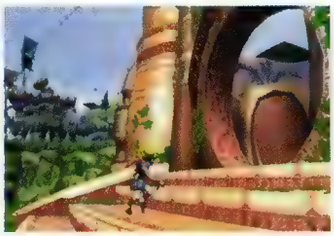
JAK & DAXTER: THE PRECURSOR LEGACY

Now that's a mouthful. So here we are – the game that Sony built their whole E3 presence around. Can *J&D* possibly live up to the hype..?

ECO WARRIOR: You can't ignore enemies - if theY see you, they'll give chase. Spin into them to kill 'em.

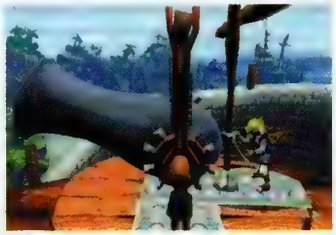


DAXOPHONE: You'll want to turn Daxter into his real self as soon as possible - he's an irritating furball.



SCENE IT ALL: There's some breath-suckingly impressive bits of scenery - it all feels solid too.

SEA MANKEY: We were a little disappointed by the padding noise of your feet on the beach.



BOAT, WHY? Forget the cannon - look at the ship in the background. *J&D's* set over a series of islands.

"PS2 CAME AROUND AND A NEW WORLD OPENED UP TO US. WE'RE USING AN AMOUNT OF POLYGONS WHICH IS 100 TIMES WHAT WE COULD USE ON PSONE"

WHAT'S THE IDEA?

Jak's the blond fella and Daxter's his gurning, furry friend. Daxter used to be a 'human' until he fell into a vat of Dark Eco. So you set out, accompanied by Samos the Sage (is it all getting a bit sickly sweet for you yet?) and his pointy-eared daughter – pictured left – on a journey to the far North of your world. Eventually you'll be forced to make a terrible choice, but that has yet to be revealed..

JASON RUBIN and Andy Gavin, Co-Presidents of Naughty Dog, the sharp American coding team that breathed life into *Crash Bandicoot*, are fiercely proud of their new dynamic duo, Jak and Daxter, and the people behind them. "This is a huge moment for Naughty Dog, a huge moment for the 35 people who worked on *Jak and Daxter*." Jason's not kidding. The game – previously known as *Project Y* – has been cloaked in non-disclosure-agreement-sealed secrecy until now. Could it truly be Sony's promised answer to a *Mario* game? Well, we've played it – more of that in a minute, but first, here's what Jason and Andy had to say on...

...how long it's taken for them to reach this point:
JR: "We began working on the game – character design and some of the initial programming – right after *Crash 3*, and we used the same team that we used to create the Crash characters. We worked closely with all the producers at Sony, discussing the characters, going over the character designs for a six month period, before we came up with characters we were happy with. In a lot of ways we've matured, so I feel really really good about the character designs and the way the game is going now."

...what they set out to achieve with *Jak and Daxter*:
AG: "In the *Crash Bandicoot* series we created an on-the-rails organic world. Now, with *Jak and Daxter*, we've opened this up both visually and gameplay-wise to create a completely free-roaming, smooth, continuous world with no load times through the entire length of the game – after loading, you can walk from one end to the other."

...what makes their game world so unique:
AG: "This immense, seamless world's been created by hand – by artists – not a height map with objects just stuck down. It's made up of tens of millions of polygons modelled by hand. From high vantage points you can see across hours of gameplay. We feel this is the largest and most impressive real-time world that's yet been created in games history, all running live, 60 fps due to the power of PS2."

...the visual effects they're using to bring the world to life:
AG: "The polygons we're giving you aren't just plain, simple polygons – they're complex, intelligent polygons. They have dynamic lighting – time of day shifts slowly from morning to noon and so on, there's multiple light sources, flickering torches... we've integrated a level of detail system that smoothly reduces background geometry up to 16 fold as you pull away, so that you're able to look out over what's essentially miles of game distance."

...other technological leaps they've made in the game:
AG: "Besides the visual technologies, we're investing energy in a new intelligent camera AI which eases line of sight to dynamically keep the character in sight, reduce motion sickness, provide an automated and intelligent viewpoint. And we have tons of individually coded advanced character AI, obstacle avoidance and pack dynamics. We also have a super sophisticated animation blending technology, and I think the effective detail and complexity of the world is the most that's ever been seen before in a real-time game."

...what PS2 allows them to do that they couldn't before:
JR: "We've been really excited to work on PlayStation 2. When we were working on *Crash Bandicoot 2* after doing *Crash 1*, we said 'we gotta have a seamless world, we've got to be able to walk around with no load times, it's just what we've got to do.' And we couldn't do it. *Crash 3* came around, we said 'we gotta do it'. We spent a few months trying, but we couldn't. In *Crash Team Racing* we wanted to do it, but again couldn't. PS2 came around and a whole new world opened up to us. We're using an amount of polygons which is (minimum) 100 times what we could use on PSone."

...the now-weary criticisms that it's hard to code for Sony's machine:
JR: "We'll be sharing our technology with a few developers. We're over the hump, and at this point it's your imagination that'll determine how good your game is, not how difficult it might've been to get over the generational gap."

Jak & Daxter: The Precursor Legacy is around 60 percent complete, so expect that November release to be fairly accurate.

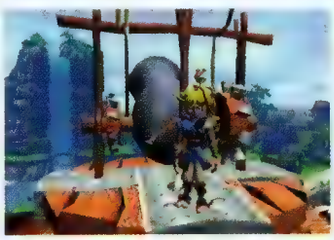
HANDS ON

OK, this isn't quite what we were expecting. Being a Naughty Dog production, we did anticipate an eye-splattering wash of cartoon colours and Acme-style gadgetry, but having known the game as *'Project Y'* up until this point we had hoped for something a little, well, *darker* in its themes. But that doesn't matter. *J&D* handles solidly enough, with intuitive controls and some mesmerising set-pieces. From what we've played though, we don't feel it's the *Mario*-beater we all hoped for. It's beautifully coded, pulling warm words of admiration from other developers PSM2 spoke to, but there's a hell of a lot of crate-smashing and lots of eggs to collect – we prefer to work a bit harder for our rewards. That said, it does boast a huge game world with some stunning vistas, but... to be honest it didn't hook us quite as we'd hoped. We need to sit down with Naughty Dog and assess the mission structure before we reach any firm conclusions.

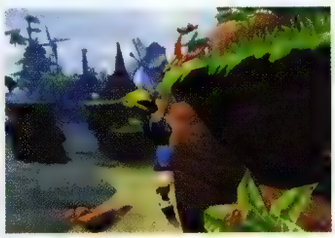
ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★

UP CLOSE

DEVELOPER Naughty Dog **PUBLISHER** Sony **PLAYERS** 1 **MAIN CONTROLS** △ – First person lookaround. □ – Punch or shoot yellow Eco. ○ – Kick: ✕ – Jump; L1/R1 – Duck then crawl; L2/R2 – Bring down HUD



JAX ATTACK: You're frequently encouraged up to high vantage points to take in the stunning views.



HANG BAG: Leave Jax hanging for too long, and the meerkat thing *pretends* to pull you up.

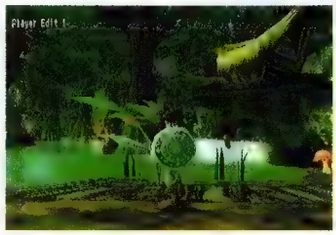
EXPECTED UK LATE 2001

MAXIMO

Us? Going gooey over a hack and slash platform adventure? Too flippin' right. Chaaaaaarge...

DRAWING upon the creative talents of Susumu Matsushita – a regular cover artist for Weekly Famitsu – and being a direct descendant of that arcade classic *Ghosts 'n' Goblins*, *Maximo* is already shaping up to be something special.

Scheduled for release before the end of 2001, the game revolves around the exploits of the eponymous Maximo as he attempts to rescue four sorceresses and win back his bride from the evil Achille. This 'bad to the bone' individual has, thanks to a pact with the Grim Reaper, overrun the world with undead minions and it's up to you to set things to rights once again.



DOUBLE JEOPARDY: Got two arms? Then use them as both your sword and shield can attack.

Ranging across the land in a third-person style, the action boils down to a cunning combination of platforming and swordplay. So, for every double jump you perform, there's usually a lightning fast Second Strike to finish things off. But to say that's all there is to *Maximo* would be a gross oversimplification. With around 40 customisable special abilities, a host of elemental power-ups, deformable scenery and a chance to play as both ancient and youthful versions of yourself, this game definitely promises a whole lot more than your average platforming fare, with plenty of laughs along the way.

Capcom have managed to complete 70 percent of Maximo, *so it's a safe bet we'll see it before 2002.*

"THE GAME REVOLVES AROUND THE EXPLOITS OF THE EPONYMOUS MAXIMO AS HE ATTEMPTS TO WIN BACK HIS BRIDE FROM THE EVIL ACHILLE"

UP CLOSE

DEVELOPER Capcom
PUBLISHER Capcom
PLAYERS 1
DETAILS Dynamic changing environments create 'rise and fall' challenges.

LANDS END: When you've got a power-up called Armageddon, you've just gotta smash it up.

GANG WARFARE: Encountering a single enemy is a rarity as they usually turn up in groups.

HANDS ON

The first thing that strikes you is just how well realised *Maximo* actually is, with the sumptuous visuals and real-time lighting effects continually drawing the eye.

The pace is pulse-poundingly fast. It's a constant drive straight into the screen, battling grisly foes left and right while grabbing power-ups and lobbing magic attacks at every step. Both your sword and shield can be used to launch specials – such as rains of meteors, or smart-bomb tornadoes – while the game constantly rewards your efforts with hints, extra items and added attack combos. Regardless of pristine gameplay though, it was seeing Maximo take one too many hits to his armour and ending up in just his polka dot boxer shorts that left us grinning by the end of play

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★

THIS IS FOOTBALL

Sony's *2002* footy sim has its work cut out to topple *ISS*. Although the players tend to look a little ungainly at times, their faces do bear more than a passing resemblance to their real-world likenesses. The crowd reaction's has been made context sensitive to the sides playing – but we're still not convinced.

SLIDE SHOW: Desailly and Owen? It looks good, but how it plays is more important to us.

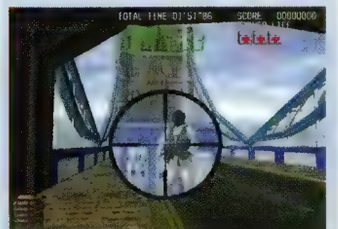
CITY CRISIS

Rescuing people instead of shooting them – nice idea, but never seems to work. In *City Crisis*, you fly around in your rescue helicopter bombarding burning buildings with water and picking up survivors – it's pleasant enough, but not exactly what we'd call ground-breaking.

SAVE GAME: The non-aggressive stance has to be applauded, but it's not as involving as we'd like.

SILENT SCOPE 2

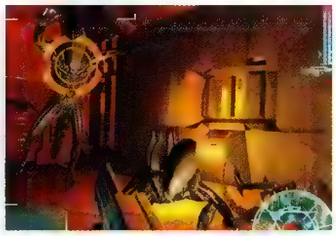
Or *Dark Silhouette*, as it's known. The two-player mode means you don't have to be a lone gunman, and the new levels include a shootout around famous London landmarks. Some levels now feature thermal imaging and completely ludicrous X-ray vision.



TOWER IN FEAR: *Silent Scope 2* promises to be an improvement on the arcade version.

ALIENS: COLONIAL MARINES

Playing like a graphically tweaked *Aliens: Resurrection*, *Marines* offers much the same running, shooting and ominous tracker blipping. It needs a proper story-driven narrative to hike up the atmosphere, but this should be a monster hit.



JUMP UP THE VOLUME: The atmosphere's stuffed with genuine soil-yourself moments.

SMUGGLER'S RUN 2

Nabbing the coveted Most Improved Sequel award, *Hostile Territory* retains the original's vast draw-in distances, but now packs in loads of detail and nice real-time lighting effects. More varied missions and a proper story make it an exciting prospect.

ZIPPY AND JUNGLE: The different types of terrain effect the handling of your vehicles.

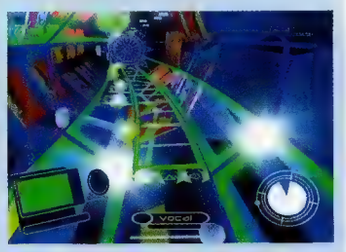
STATE OF EMERGENCY

Scooping the Most Likely To Cause A Media Uproar award, *Emergency's* a rioting sim. Hit people, loot things, join an underground resistance movement dedicated to insurrection – all with 100-200 people on-screen and barely a flicker of slowdown. Lovely.

LIKES LOOTER: A civil unrest sim. All our prayers have been answered at last. The Daily Mail will love it.

FREQUENCY

What is it, Kenneth? It's, um... SCEA's first go at bemani, in which you create music by matching button presses to lay down bass, drum and synth tracks as you travel up a polygonal tube. You'd thought no-one would touch it, but expect tunes from the likes of Orbit and the Dub Pistols.



PIPE'S BOMB: With *MTV Music Generator 2* set to be a huge, this could be a curious addition to PS2.

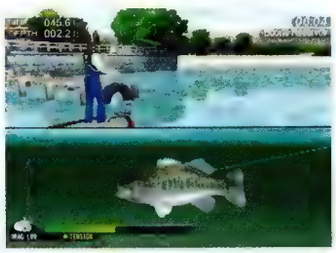
HALF-LIFE

Even if you've played the PC version, you haven't seen it all. Gearbox have bolted on *Decay* – an entirely new set of missions branching off from the original story. At the moment, the frame-rate's not everything it should be, but it's nice to see them put the effort in.

SERVICE CHARGE: We were relieved to see something new added to a slightly elderly title.

BASS STRIKE

Featuring realistic fish behaviour, ten characters with their own lures and abilities, dynamic below-surface camera movement and the chance to take your skills to the BASS Masters Classic, this'll be one for all the armchair fishermen out there.



BAIT NOIR: We've heard rumours of a fishing game peripheral, and this could be the title to lure it out.

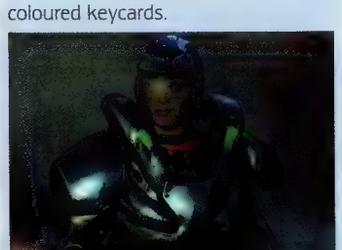
SHAUN PALMER'S PRO SNOWBOARDER

Taking the realistic approach against *Tricky's* sure-fire mainstream success, you'll be able to play as nine pro snowboarders on ten real mountains – and wear the latest in licensed kit. Fancy yourself as a career boarder?

X-TREME COLD: *SSX* was a blast, but something about these snowboard sims leaves us chilly.

EXO

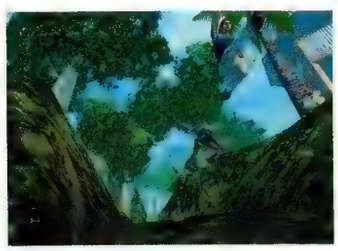
It's short for Exoskeleton – you begin this squad-based FPS leading a gang of soldiers – wrapped in hi-tech armour – into a city taken over by renegade robots. Expect 16 levels of narrative-driven action, ranging from all-out shooting to proper puzzling – we've been promised there won't be coloured keycards.



ME SHELL, MY BELLE: Fantastic renders, but we've seen little in-game action to suggest a killer app.

JURASSIC PARK: SURVIVAL

Set on a secret 'third' island, *Survival* won't follow the film plots – you play a security technician pursued by dinos and a sinister corporation. Being a third-person adventure, there's lots of climbing, swimming and running – mainly away from the eight types of dinosaurs, including the new, and slightly scary, Truodons.



LIZARD POINT: It's not *Dino Crisis*, but at least it looks like an improvement on the other *Jurassic* games.

EXPECTED UK LATE 2001

ICO

Sony's biggest surprise was an exquisite, if slightly barmy, adventure game.

BEAUTIFUL. That's *ICO*. It's like a fine-crafted china tower that'd break with the slightest contact. Aside from the pristine graphics, what's most notable is the absence of music. As a result, the faintest twittering of birds resonates like a haunting aria. In the scene we played, our hero was clutching tight to the sails of a windmill. The skies were deadly silent and all we could hear was the fluttering dress of the princess stood below. When our delicately animated chap lost his grip, and the breeze dropped, we almost soiled our shorts. Who said the Emotion Engine was PR twaddle?

UNCHAIN MY ART: No music, but the camera pans dramatically when the chains start to rattle.

UP CLOSE

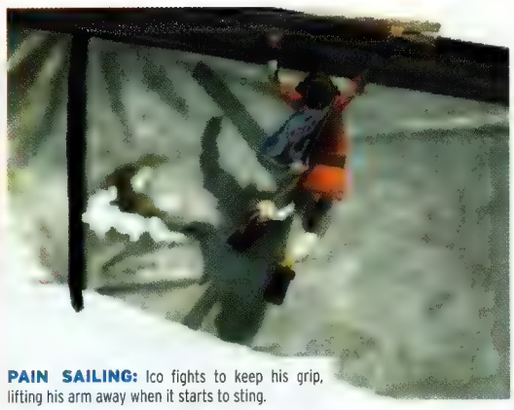
DEVELOPER Sony
PUBLISHER SCEE
PLAYERS 1
DETAILS Unique character interaction – including language and tactile-based strategy.

"THE SKIES WERE DEADLY SILENT AND ALL WE COULD HEAR WAS THE FLUTTERING DRESS OF THE PRINCESS STOOD BELOW"

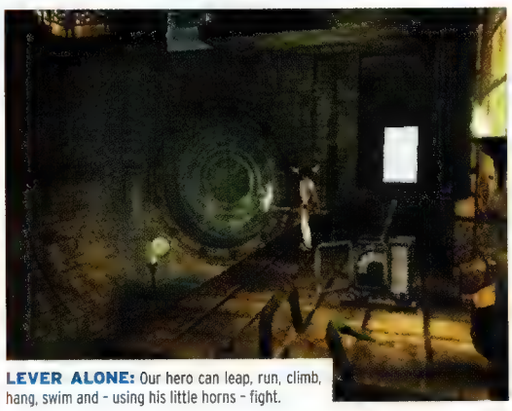
You play Ico, a horned boy, who's ostracised by society and buried alive in a faraway castle. He dreams of a mysterious princess who – as luck would have it – turns out to be trapped in the same place. Our hero has to rescue Princess Yorda from an evil Queen who's planning to steal her soul. Of course, he might just be dreaming, but that's half the mystery.

This madness derives from a new Sony development team headed by ex-Capcom man Kenji Kaido, the co-creator of *Resident Evil*. The enchantment will be gently developed using physical puzzles punctuated by odd touches of action and fighting.

AT 75 percent complete, ICO should be here before Christmas.



PAIN SAILING: Ico fights to keep his grip, lifting his arm away when it starts to sting.



LEVER ALONE: Our hero can leap, run, climb, hang, swim and – using his little horns – fight.

HANDS ON

From the fine rolling mist to the best-of-show sparkling water effects, the game never shatters the illusion of a fairy tale.

The game features astounding interaction between Ico and Princess Yorda – her unintelligible chatter becomes clear English the second time you play the game. All being well, this could be *the* adventure game your PS2's been waiting for.

ORIGINALITY ★★★★
HANDLING ★★★★★
PRESENTATION ★★★★★

EXPECTED UK NOVEMBER

AIRBLADE

Air's the new snow, apparently. Just take a look at this home-grown adrenaline fix that you'll be craving for this winter...

SINGLED OUT by Sony Europe at their E3 press conference as one of the external studios highlights of 2001, Criterion's pseudo-futuristic hoverboard game was certainly one of the most compelling extreme sports-style titles on show in LA.

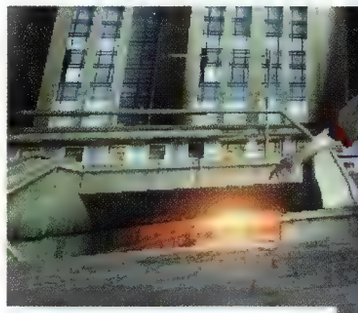
Not that it *is* a sports game. Think *Trickstyle* on Dreamcast, blended with a bit of *Tony Hawk* and, erm, Michael J Fox in Back to the Future 2. The idea's simple – ride your airboard around a huge cityscape, evading the authorities. Because of your 'board's unique floaty design, you'll be corkscrewing down flagpoles, barrelling up handrails, smashing through advertising hoardings and skimming over slow-moving traffic.

One thing that really impresses is how easy it is to suspend disbelief when you're playing it. You really do feel you're a small, hovering part of a larger city. The architecture's more concrete contemporary than neon fake-future, while pedestrians mooch about and passing cars provide the opportunity for you to grab a ride on their tailgates, Marty McFly-style.

It's a very sharp-looking game too, if a little gritty on the TVs we were playing it on. Reach a high vantage point and you'll be bowled over by how far you can see into the distance. The environment's expansive and comes littered with grinding, grabbing and flipping opportunities. Combine these with a judicious use of your boost – built up as you pull off more tricks – and you've got one hell of an exhilarating, action-packed ride. **PSM2**

AirBlade's currently 70 percent complete. It'll arrive in November

"PEDESTRIANS MOOCH ABOUT AND PASSING CARS PROVIDE THE OPPORTUNITY TO GRAB A RIDE ON THEIR TAILGATES, MARTY MCFLY-STYLE"



SUBWAY OF THE WARRIOR: Shoot under the streets and shock some buskers. Go on...

SMASH TV: Security cameras at the top of these poles can be destroyed by grabbing and spinning.

HANDS ON

PSM2 spent several hours getting to grips with *AirBlade* and came away impressed. It's controls are familiar – Ⓐ as grind, Ⓑ flip trick, Ⓒ grab trick and Ⓧ jump – leaving you to concentrate on abusing the scenery for show-off potential. The floaty feel of the board didn't appeal to everyone we spoke to – grinds, for instance, didn't feel quite as solid as in *Tony Hawk* – but that didn't bother us too much. We managed to snatch some time with one of the four two-player modes – a kind of 'capture the tape' game, where each player aims to be the one holding the single stretching streamer. Top fun.

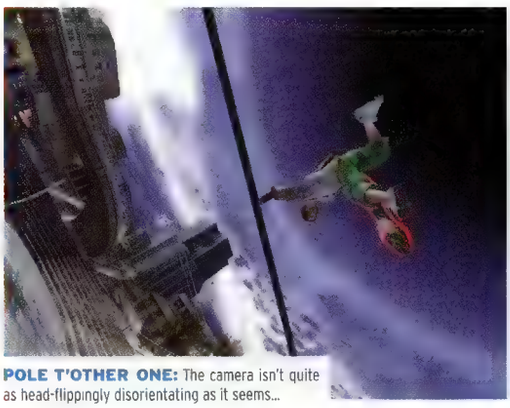
ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★★

UP CLOSE

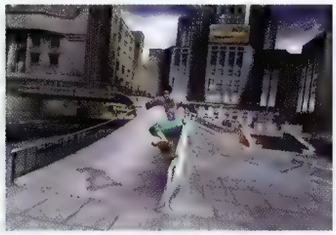
DEVELOPER Criterion
PUBLISHER SCEE
PLAYERS 1-2
PLAY MODES Expect five single player games, four for two players and a party play mode

HIDE'N'SLEEK: *AirBlade* does have a plot: you've got the only hover-board, but the authorities want it...

PAVEMENTAL: The 'go anywhere, do anything' feel is much greater than in *Tony Hawk's Pro Skater*.



POLE T'OTHER ONE: The camera isn't quite as head-flippingly disorientating as it seems...



GRIND YOUR LANGUAGE: Riding the rails on an AirBlade can feel kinda funny...

SPLITS SCREAM: You don't hover quite this high, unless you take a decent leap first.

OLLIE DOG: There's plenty of recognisable moves and tricks. The gameplay's smoothly familiar.

MADDEN NFL 2002

Frustrated by how the best looking PS2 sports game is a ker-azy version of rugby? Look away now – *Madden's* getting even more realistic, with new face and body technology. Still, even if you don't give a hoot about American Football, you've got an incentive to progress – the Madden Cards now include cheerleaders. Go Madden!

JAB AND HUT: *Madden 2002* formed the centre-point of EA's demonstration at the E3 PS2 press event.

TOP GUN

From a film licence so old that the first game based on it had wireframe graphics – to one of the prettiest games on the PS2. Giving *Ace Combat 4* a run for its money with the rendering of its F-14 Tomcats, *Top Gun* plays low, fast and arcade-style with some impressive cinematic replay sequences showing your kills.

I'VE BEEN GOOSED! It doesn't follow the plot of the film, but you'll recognise some characters...

BLOOD OMEN 2

Starting from where *Blood Omen* left off, Kain's back after 200 years of being mostly dead – and he's angry. The traditional blood-siphoning death move's back, along with new attacks (fear the Groin Cleave) but the return of Charm attacks and some stealthy elements cater for the less violent.

KAINIBLE: It's very sharp looking, if - dare we say it - overpoweringly brown. Nice architecture, mind.

MAT HOFFMAN'S PRO BMX 2

Like *Tony Hawk's 3*, *MH2* is really just a tidier update of the original. There are ten huge levels rammed with shin-splintering stunt opportunities, with eight pro riders to injure. You can also create your own rider, or use the Course Editor to build that funbox...

WHEELY, WON'T HE? Mat's Superman trick shouldn't be pulled by anyone other than Mat.

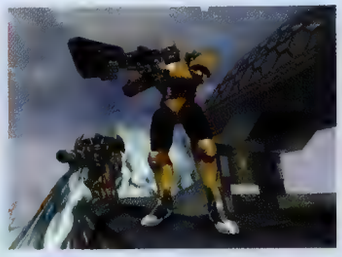
RAYMAN M

No, the limbless one isn't taking over from Judi Dench in the new Bond flick, this is *Rayman* with the emphasis on multi-player. Leg it around a variety of circuits grabbing bonus items and finding sneaky short-cuts, all with the intuitive camera movement you'd expect from the franchise. Cute.

FRENCH FANCY: This is the most fun PSM2 have had with a *Rayman* game in a looong time.

TRIBES 2

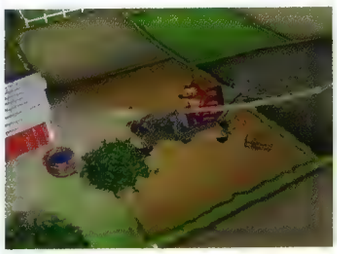
It's 394, and the Tribes Of Man are facing the BioDerm Horde. But that's not important. The exciting bit is that *Tribes 2* will support 32 people on-line, allowing for intricate battle plans in team play – try piloting a mobile base while your team-mates run behind it for cover.



I TRIBE: Real-time weather conditions add to the atmosphere, but we mainly noticed the snow.

CRASH BANDICOOT: THE WRATH OF CORTEX

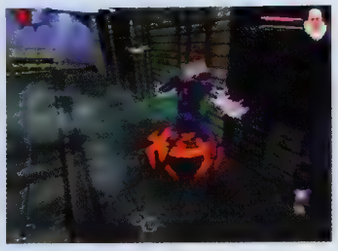
Yep, more tenuous plot devices introduced by the cerebrally over-endowed Neo Cortex, only this time it's crystals unleashing elemental Gods on the world. Crash protege Coco's now a fully playable character with her own moves...



COOTY BALL: Traveller's Tales are taking Crash in a much tougher direction - it's pretty challenging.

SPIDER-MAN: THE MOVIE

Activision are pitching this one as 'inspired by' the forthcoming film, which gives them a handy excuse to shovel in loads of villains that didn't make it to the final cut. Expect lots of web-slinging, wall-crawling and sense-tingling around New York...



WEB SURFING: Expect a release to tie in with the movie's May 2002 release date.

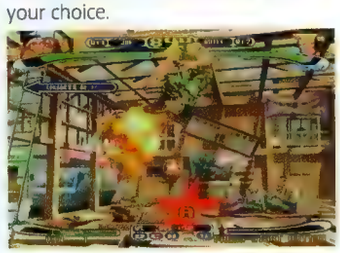
POLICE 24/7

Fancy recreating all the nerve-jangling action of a real police shootout – but on the PS2? Of course you do. Based on the *Police 911* arcade game, *24/7* will use a camera mounted on your TV – sold by Konami – to work out where your head is, allowing you to, um, dodge bullets.

999: *24/7* makes use of a gun peripheral too - but it's not actually a light gun (more a DualShock in disguise).

CAPCOM VS SNK 2

Capcom vs SNK was the greatest 2D fighting game ever, and the sequel will include ten extra characters from the likes of *Street Fighter* and *Fatal Fury*, bringing the total complement up to 44. Worried about the SNK influence? Don't be – six different fighting 'grooves' mean that you can select the control system matching the game of your choice.



STREET'S AHEAD: Guile takes a swift one in the whincers. The PS2 version wasn't playable at E3.

THE MUMMY RETURNS

Pygmy mummies, magical weapons and turbo-charged dirigibles – expect *The Mummy Returns* to be faithful to the silliness of then film, even if it isn't as visually stunning. You choose to play as Imhotep or Rick O'Connell – they're both out to kill the Scorpion King, but one's trying to save the world while the other's out to rule it.

MUMMY TALKS: The game's got a long way to go visually and didn't really inspire us, it has to be said.

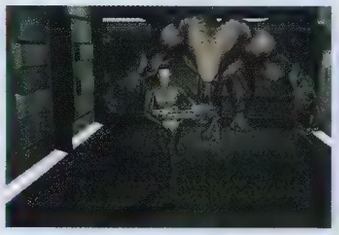
DRAKAN

Sony's dragon-fuelled action adventure finally arrives on PS2 later this year. It's a very brown RPG-lite which sees you trying to defeat the Desert Lords from the back of your red dragon, Arokh. You get to control both Rynn, a sword-wielding Lara-a-like, and Arokh, as the game switches from ground battles to air combat.

DRAKAN YOU KICK IT? There are eight lands to drive the evil presence of the Desert Lords from...

RLH

Fancy getting your head bitten off and spat against a switch? You don't? Then run like hell. Interplay's blood-pumping horror features intelligent aliens who utilise human body parts to boost their skills. Sadly, the linear bemani-style chase sequences didn't impart much confidence. Fingers crossed for greater interactivity.



NON-TRIVIAL PURSUIT: Legging it has never been so terrifying in videogames.

PIRATES OF SKULL COVE

Play as swashbuckler Christian Payne, raiding villages and diving for treasure or – worse – Katerina de Leon, who likes making friends and solving problems. The garish adventure sections looked as uninspiring as the open sea combat. Developers Westwood could still save it.

BROADSIDE CLOSE: We weren't terribly impressed - it played a bit like *Tomb Raider*.

GRAND THEFT AUTO 3

Become a gangster boss by working through the steamy underbelly of DMA's teeming 3D city loosely based on busy New York. Improved animation makes car-jacking ice-cream vans more satisfying than ever, while the missions feature sub-plots and compelling narrative. Dark, but highly promising.

STRAIGHT TO HELI: The promise of the gritty storyline and free-roaming levels has got our attention.

PAC MAN WORLD

Everyone's favourite metaphor for racial oppression returns in a nostalgia-packed 3D adventure. Old jaundice chops will be munching power pills and chasing ghosties in a free-roaming world packed with platforms, bosses and swimmy sections. Jonnie 'laughed until he squeaked'. High praise, indeed.

YELLOW BELLY: Don't expect any radical departure's from the classic 'chase me' gameplay.

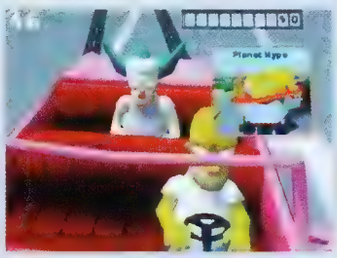
KINETICA

A surprisingly innovative motorcycle racer, with wild loops and an insane number of short-cuts. Apparently, the 'bikes' are an extensions of the robotic drivers – though we're convinced this is the first example of console wheelchair racing. Looked a bit dark and brown to us, though.

MAN MACHINE: It'll have heavy competition against *Extreme G3* - that'll be an interesting battle.

SIMPSONS ROAD RAGE

After an abortive foray into wrestling, The Simpsons are giving up hope and stealing the *Crazy Taxi* engine. Despite the pseudo cel-shaded look, EA's effort looked identical to Acclaim's recent smash. We'd complain, but the prospect of steering Groundskeeper Willy's tractor has shattered our normally vigilant rip-off radar.



"HOMER, PLEASE JAMES" It plays *exactly* like *Crazy Taxi*. The gags had better be hilarious.

BATMAN VENGEANCE

Based on Batman The Animated Series, Ubi Soft's effort is the third-person beat-em-up we all expected. Despite the presence of Batarangs, Bat Scopes and Bat Launchers – plus the Batmobile and the Bat Plane – this fails to explore the Dark Knight's universe in the way we'd expected. Nice cel-shading and swoosh effects, mind.

SMOKE 'EM IF YOU'VE GOTHAM: The pre-rendered backgrounds look good, but that's about it.

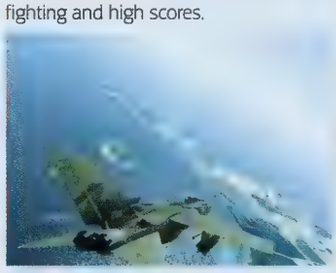
NO-ONE LIVES FOREVER

Austin Powers meets *GoldenEye* as you guide a svelte female superspy against a wobbly frame-rate in this conversion of the popular PC game. Developers Monolith hope the game will 'touch 30 fps' when finished, adding four PS2 specific levels. It'd better do! The blend of stealth, combat and exploration bodes well.

MINX SPY: Classic Bond-era stylings, but that frame-rate? Still, the gameplay could make it work.

ACE COMBAT 4

Namco's ace fighter continued to wow the crowds with its astounding graphics. Dreamy engine haze and shiny metallic reflections managed to deflect attention from the smudged carpet textures of the low altitude scenery. The arcade-style gameplay places the emphasis on dog-fighting and high scores.



ASSAULT AND PEPPERED: It looks incredible and PS2's crying out for a corking air combat title.

SPY HUNTER

Aside from the tear-jerking nostalgia of watching your spy car turn into a boat, there's little to separate Midway's PS2 remake from a glut of unremarkable driving games. Some tighter mission-based structure might save it, but we all remember *Gauntlet: Dark Legacy*.

TRUE TO TRANSFORM: We wanted this to be great... and it let us down. Never trust your memory.

STAR WARS: RACER REVENGE

LucasArts go pod racing *again*, but the absence of weaponry and a so-so frame-rate failed to keep our attention. Most interestingly, Anakin Skywalker is 17 in the game, prompting us into a flurry of probing Episode 2 questions. It took hours to remove the Lightsaber.

ANAKIN IN THE UK: This is rumoured to be a tarted-up version of the DC original. Oh, dear.

TWISTED METAL: BLACK

The American's were *mad* for it – which says as much about their culture as the nightmarish landscapes and violent tendencies of Sony's macabre combat racer. Touted as one of the USA's first on-line games, we felt strangely troubled by the lead character with rusty staples through his mouth and eyes.

AUTO-PILE IT: Yeah, it's a neat enough version of an ancient idea, but sometimes big guns aren't enough.

EXPECTED UK EARLY 2002

METAL GEAR SOLID 2

You won't be seeing the man behind *MGS2* for a while. But he's left you with something to remember him by...

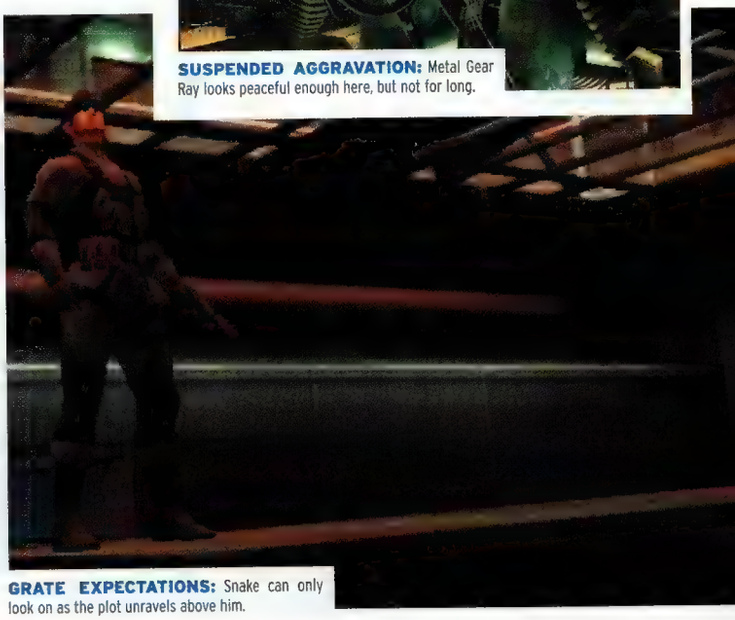
SUSPENDED AGGRAVATION: Metal Gear Ray looks peaceful enough here, but not for long.

HIDEO Kojima has entered covert operations. He appeared at E3, said "I've just arrived from Tokyo. I'm groggy. Please take a look at the *Metal Gear Solid 2* video I hand-carried myself." And that was it. He's going underground during the final months of *MGS2*'s development, so you won't see any more of PS2's most eagerly anticipated game before it's released. But before Kojima-san submerged, he couldn't resist effortlessly stealing every Game of the Show accolade going, courtesy of a ten-minute trailer rammed with so much rumour-fuelling mystery and technical brilliance that it *demands* repeated viewing.

"A TRAILER RAMMED WITH SO MUCH RUMOUR-FUELLING MYSTERY AND TECHNICAL BRILLIANCE THAT IT DEMANDS REPEATED VIEWING"

Where do we start? From the new plot revelations, it looks as if Ocelot – ex-Spetsnatz, you'll recall – is working with Colonel Gurlokovich and the Russians, but *someone's* told the marines that Snake's leading the Sons Of Liberty. Then there's gun-toting mystic Fortune, a new sinister vampiric bloke, someone who looks a lot like Ninja and a great big fighter jet. Finally, Ocelot's had Liquid Snake's hand grafted on to the stump Gray Fox left him with in the last game, which has a very strange effect on him whenever Snake's close by...

Of course, none of this would mean anything without a solid game to back it up, so it's a relief that Kojima-san's included plenty of in-game footage with all the cut-scene action. Whether it's a Harrier Jump Jet raining down fire on the Varranazzo



GRATE EXPECTATIONS: Snake can only look on as the plot unravels above him.

UP CLOSE

DEVELOPER KCEJ
PUBLISHER Konami **No. OF PLAYERS** 1 **STORY AND DIRECTION** Hideo Kojima **METAL GEAR RAY DESIGN** Yoji Shinkawa **MUSIC** Harry Gregson-Williams

FIRST EVER PICS!

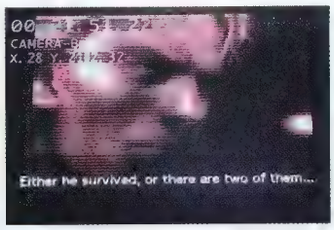
THE E3 DEMO

The new *MGS2* trailer – nearly ten minutes of captivating brilliance that drew a crowd every time it showed at E3. Let PSM2 recreate the experience – with director's cut-style commentary.

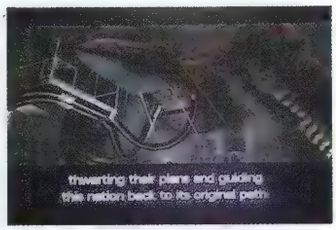
▶bridge, a lady with a railgun blowing holes in the scenery or Snake running through a flooding corridor, the physics and effects are ground-breaking. Make no mistake, this'll be the first game that genuinely feels like you're taking part in a hugely exciting blockbuster film. Get ready to feast your eyes on all the highlights, but get a good look – after this, *MGS2*'s going into stealth mode.

Konami are still insisting that MGS2 will arrive early 2002.

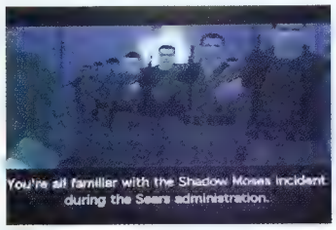
0:08 'Solid Snake did die'? Crikey. It's only just started, and we're confused already...



0:10 Ah... it looks like they're talking about Liquid. Or possibly Solidus...



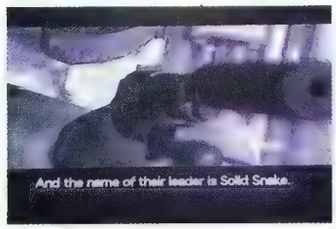
1:12 After a bit of introductory gumph comes the first gobsmacking moment - an ominously still Rex.



2:00 It looks like there were more marines on the boat than those killed in the first assault.

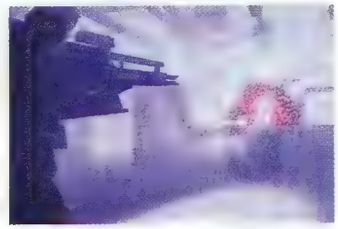
2:02 And they're being led by this bloke. But has it all been organised by Solidus - the 43rd president?

2:13 The titles kick in, then there's a fast-cutting medley of the highlights from the *Z.O.E.* demo...



3:11 Ending with someone claiming that Snake's leading the Sons Of Liberty. It's a frame-up!

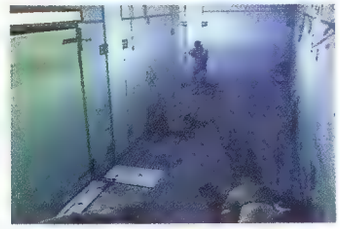
3:16 Then comes the first new character - Fortune looks and talks like Vulcan Raven. Nice railgun...



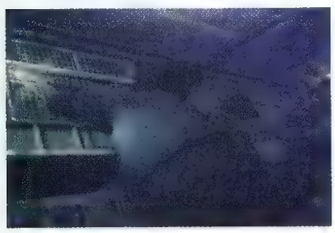
3:20 Which seems to dim the lights as it blows holes through the scenery.

3:30 This is actual gameplay footage showing Fortune blasting away at the scenery. Genius.

4:22 Snake finally busts some caps - but they bounce off. A side effect of the electromagnets?

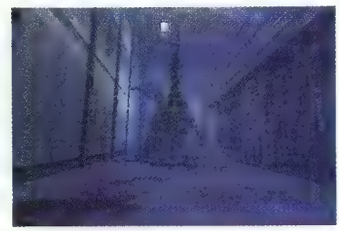


4:26 This bit's eerily similar to Ninja's entrance in *MGS* - Snake finds a blood-spattered corridor...



4:30 And it's full of panicky guards firing blindly at an unseen enemy.

4:32 He's behind them. But who is it? Whose side is he on? And why's he sporting that ridiculous goatee?



4:38 Guards aren't any match for the vampiric nutjob, and he opens up their carotids with a huge knife.

RUMOUR CONTROL

SPANKING THE LIES

PSM2 shines the spotlight of truth on the gossip, idle talk and speculation surrounding Snake.

SNAKE FIGHTS METAL GEAR RAY ON TOP OF THE STATUE OF LIBERTY

RELIABILITY.....4/10

PSM2 RECKONS *It might be the most widespread rumour, but it's unlikely to be true. Apart from the duel with the Jump Jet on the bridge, we've yet to see any action that doesn't take place on the tanker. Metal Gear Ray's also designed to function as an amphibious vehicle, so scrapping on national monuments wouldn't really suit it. Finally, when anyone asks him, Kojima-san himself says, "Rumour... like Godzilla fighting on the Tokyo Monument." And laughs.*

MERYL'S THE NEW NINJA

RELIABILITY.....1/10

PSM2 RECKONS *It's never been clear which of MGS's endings was 'real' – whether Snake rescued Meryl or not – but the fact that he's now mates with Otacon suggests that he didn't. Of course, Ocelot could've been lying about killing her – and she'd probably come after Snake if he left her behind – but we don't think she'll be turning up. Why not? Because Kyoto Terase, the voice of Meryl in the first game, is now providing soundbites for Ms Olga Gurlokovich.*

VULCAN RAVEN'S ON THE SHIP

RELIABILITY.....5/10

PSM2 RECKONS *Around 1 minute 27 seconds into the demo, Snake sees a shadow on the wall. We've scrutinised our copy, and it's quite clearly a large man with an even larger machine gun. Of course, Raven got eaten by crows in MGS, but he always said they were just returning him to the spirit world. Hmmm...*

NAOMI AND MEI-LING WILL BE BACK

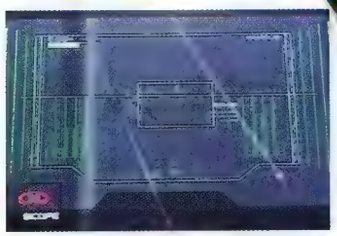
RELIABILITY.....7/10

PSM2 RECKONS *Otacon mentions Snake's 'issues with Naomi' in the demo – he's probably referring to the fact that she infected him with the FOXDIE virus in MGS. He also says he's in contact with Mei-Ling, who's stealing equipment from SSCEN – the US army Soldier Systems Centre. We wouldn't be surprised to see either of them turn up and, of course, Naomi was Gray Fox's adopted daughter...*

LIQUID'S STILL ALIVE

RELIABILITY.....2/10

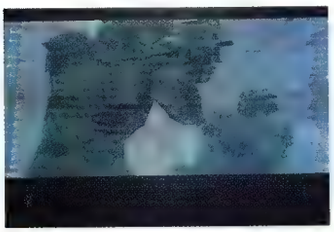
PSM2 RECKONS *Well, he survived being trapped in a helicopter, run over by a jeep, falling off a giant robot and getting machine-gunned – why not a genetic virus? But if he does turn up, he's only going to have one arm*



5:05 This'll be a familiar view for fans of *MGS* - the sights of the trusty Stinger missile-launcher.

5:07 This time, though, Snake's taking on a fully-armed Harrier Jump Jet, rather than a HIND chopper.

5:13 More in-game footage shows Snake dodging rockets as the jet rains down fire. Wow.

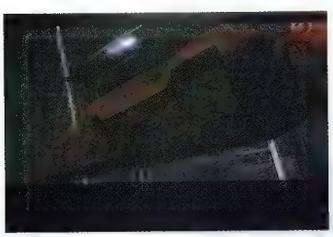


5:26 You might notice the resemblance to the Raiden silhouette published by McFarlane toys.

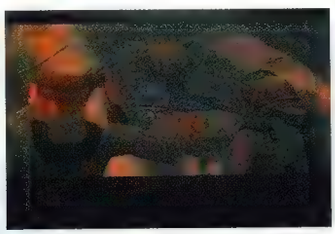
5:40 Finally, Revolver turns up. But taking it *back*? Who's he working for? Something to do with Solidus?

6:10 He's in cahoots with Gurlokovich. But didn't he shoot one of the colonel's men in the first demo?

6:38 This is just confusing - Ocelot's arm possesses him and he turns into Liquid Snake. You what?



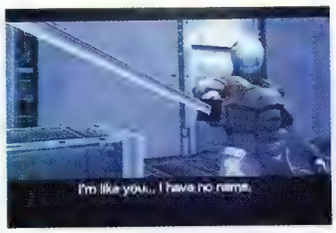
6:52 No time to worry about that, though. Metal Gear Ray is *waking up.*



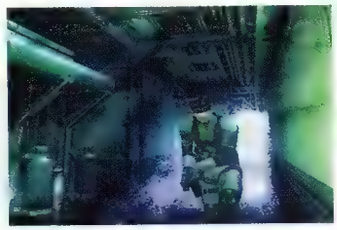
7:47 And it goes absolutely nuts, smashing up the tanker. How's Snake going to fight that monstrosity?

7:58 Ray's even got death-ray breath - Hideo Kojima's obviously been watching his Godzilla videos again...

8:16 Unsurprisingly, the tanker ends up sinking, and Snake takes the plunge.



8:27 The trailer ends with a teasing shot of the new Ninja - his face-plate lights up as he talks.



8:55 But Hideo's got one more trick up his sleeve - in-game footage of water splashing at Snake's ankles.

NEXT MONTH

SEE THE NEW METAL GEAR SOLID 2 TRAILER ON OUR DVD!

PSM2 E3 AWARDS

THE TEN GAMES WHICH HAD THE MOST IMPACT ON US.

1 BEST OVERALL GAME

Yes, predictable, but *Metal Gear Solid 2* is PS2 at its finest. Kojima-san's a magician...

2 BEST RACER

Ignoring *GT3*, we'd go for Criterion's *Shiny Red Car* (working title). Oh, so fast...

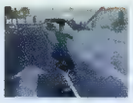
3 BEST ADVENTURE

Ico from Sony combined lush visuals with a nice line in puzzle-driven action

4 BEST RPG

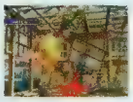
Final Fantasy 10 breaks new ground with its visuals – and its story's perfect.

5 BEST SPORTS GAME



It's extreme, it's tricky, it's... *Tony Hawk's Pro Skater 3* and its ace on-line action

6 BEST FIGHTING GAME



Very slim beat-em-up pickings this year, leaving us with *Capcom vs SNK 2* at No.1

7 BEST PLATFORMER

Jak and Daxter combines a huge 3D game world with solid game dynamics.

8 BEST SHOOT-EM-UP

Red Faction stole the show as far as in-yer-face shooters go, beating *Half-Life*.

9 BEST PRESENTATION

MGS2 or *FF10*? It was very close, but *The Gear* and its stunning water effects nips it.

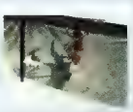
10 MOST PROMISING TITLE

Stuntman was a major talking point among the people granted a behind-the-scenes view.

BIGGEST SURPRISE

The game that shocked us all...

ICO



Ah, such a soothing atmosphere. Such a calm pace. Ignore it at your peril..

INCOMING

E3 coughed up some works of genius, some pleasant surprises and some real curios. Start planning your spending with PSM2.

JULY 2001

ATV Offroad	SCEE
Cart Fury	Midway
D.N.A.	Virgin
Ephemeral Fantasia	Konami
Escape From Monkey Island	Activision
Freak Out	Virgin
Gran Turismo 3	SCEE
Hidden Invasion	Virgin
Jurassic Park: Survival	Vivendi

NBA STREET

It's EA Big's basketball, and they're hoping it'll do for hoops what *SSX* did for slopes. Confused? We suggest checking our definitive review on pg52.

Onimusha: Warlords	Capcom
Stunt GP	Virgin
UEFA Challenge	Infogrames

AUGUST 2001

Dark Cloud	SCEE
18 Wheeler: American Pro	Acclaim
Extreme G3	Acclaim
Giants: Citizen Kabuto	Interplay
Paris-Dakar Rally	Acclaim
Resident Evil Code: Veronica X	Capcom
Shadow Man: 2econd Coming	Acclaim

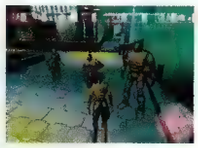
TWISTED METAL: BLACK

Sony are backing this to be *the* big on-line launch title in the States, but we'll be interested to see how well it goes down in the UK.

Zombie Revenge	Acclaim

SEPTEMBER 2001

Alex Ferguson's Player Manager	3DO
Baldur's Gate: Dark Alliance	Interplay
Commandos 2	Eidos
Conflict Zone	Ubi Soft
Evil Twin	Ubi Soft
Jimmy White's Cueball World	Virgin
Lotus Challenge	Virgin
MXrider	Infogrames
Portal Runner	3DO



PROJECT EDEN

It looked gorgeous on PSM2's DVD#05 – we've got a lot pinned on it being a heart-stopping cocktail of plot, action and teamwork. Let's hope that Core deliver.

Soul Reaver 2	Eidos
Supercar Street Challenge	Activision
This Is Football 2002	SCEE
Thunderhawk: Operation Phoenix	Eidos

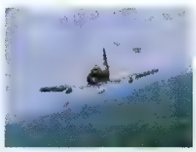
VICTORIOUS BOXERS

Anime series-based story-driven boxing? Sound odd? It didn't in Japan where it sold by the ring load and made the Number One spot. Could be interesting.

World Championship Snooker	Codies

OCTOBER 2001

Batman: Vengeance	Ubi Soft
Capcom versus SNK 2	Capcom
Dropship	SCEE
End Game	Empire
Herdy Gerdy	Eidos
Klonoa 2	SCEE
NHL Blitz 20-02	Midway
Silent Hill 2	Konami
Spy Hunter	Midway
The Weakest Link	Activision



WINGOVER 3

JVC's answer to *Ace Combat 4* looks every bit the fighter pilot thriller we'd been looking forward to. The detail in-game was a definite surprise

NOVEMBER 2001

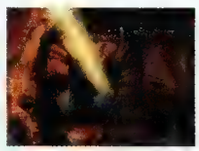
AirBlade	SCEE
Arctic Thunder	Midway
Crash Bandicoot	Vivendi
Devil May Cry	Capcom
Downforce	Virgin

DRAKAN

3D action adventure from Sony that promises ground-based and aerial combat The twist being that you storm around this fantasy on the back of a dragon.

Driven	Bam!
Global Touring Challenge	Rage
Jak and Daxter	SCEE
Jeremy McGrath Supercross 2002	Acclaim
Legion: The Legend of Excalibur	Midway
Motor Mayhem	Infogrames
Robocop	Virgin
Salt Lake 2002	Eidos
Top Gun	Virgin
WipEout Fusion	SCEE
World Rally Championship	SCEE
WWF Smackdown! Just Bring It	THQ

LATE 2001



ALONE IN THE DARK

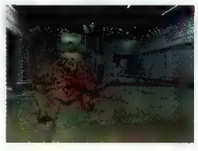
Forget *Silent Hill 2* for one moment. Infogrames are bringing a next-gen version of this survival horror to PS2. Expect torch effects like you've never seen.

Bass Strike	THQ
Blood Omen 2	Eidos
City Crisis	Take 2
Dave Mirra Freestyle BMX 2	Acclaim
Deus Ex	Eidos
Disney's Tarzan	Ubi Soft
ESPN X Games Skateboarding	Konami
ESPN X Games Snowboarding	Konami

FIFA 2002

Inevitable, really. EA may have learned the lessons of *ISS* and completely overhauled the gameplay. It needed something radical – it may've got it.

F1 Championship Racing 2	Ubi Soft
F1 2001	EA
Frogger: The Great Quest	Konami
Grandia 2	Ubi Soft
Grand Theft Auto 3	Take 2



HALF-LIFE

Vivendi's critically acclaimed PC killer app comes blazing over to PS2, bringing with it a PS2-specific sub-game called *Decay*. Better than *Red Faction*? Hmm...

Hype: The Time Quest	Ubi Soft
Ico	SCEE
James Bond 007 in... AUF	EA
Legends of Wrestling	Acclaim
Lego Racers 2	Lego
LMA Manager 2002	Codies
Madden NFL 2002	EA
Maximo	Capcom
Max Payne	Take 2
Maelstrom	Virgin

Monster Jam: Max Destruction	Ubi Soft
NHL 2002	EA
No-one Lives Forever	Vivendi
Pirates of Skull Cove	EA
Police 24/7	Konami

PRISONER OF WAR

We featured Codies' great escaper in PSM2#10, and it's looking like an intriguing mix of cunning, stealth and ingenuity. Dirt down the trousers? We hope so.

Rainbow Six	Ubi Soft
Rayman M	Ubi Soft
RLH	Interplay
Rubu Tribe	Interplay
Rune	Take 2
Shiny Red Racer (working title)	Acclaim
Silent Scope 2: Dark Silhouette	Konami
Sled Storm 2	EA

SMUGGLER'S RUN 2

A pleasant surprise from Take 2. It doesn't look radically different, but the hugely improved handling and absorbing missions could make this a corker

Splashdown	Infogrames
SSX Tricky	EA
Star Trek: Shattered Universe	Interplay
State of Emergency	Take 2
Test Drive	Infogrames
Time Crisis 2	SCEE
Tony Hawk's Pro Skater 3	Activision
Tribes 2	Vivendi
WWF Smackdown! JBI	THQ

2002

Ace Combat 4	SCEE
CART Fury	Midway
Defender	Midway
EXO	Infogrames
Fireblade	Midway

FINAL FANTASY 10

It looks incredible, check out our E3 blowout on pg24. We've been fortunate to go hands-on with what is probably one of our most wanted PS2 titles. Superb.

THE GETAWAY

We got a brief sneak of Sony's gangster soap opera in action, with some limited gameplay involving motors and villains. Not enough to make a judgement, though

Ghost Master	Empire
The Great Escape	SCi
Jinx	Acclaim
Kingdom Hearts	Square
La Femme Nikita	Infogrames
Metal Gear Solid 2	Konami
Monsters, Inc.	SCEE
Primal	SCEE
Red Card Soccer	Midway
Rocky Interactive	Rage
Spider-Man: The Movie	Activision
Starsky and Hutch	Empire
Stuntman	Infogrames

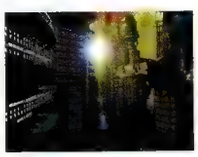
TIMESPLITTERS 2

So Free Radical have claimed to have winged the first instalment – they made that superb multi-player by accident. Imagine it with a little time and effort.

Tomb Raider: Next Gen	Eidos
World Sports Cars	Empire

TO BE CONFIRMED

Aliens: Colonial Marines	Vivendi
Austin Powers 2002	Take 2
Barbarian	Titus
Casper: Spirit Dimensions	TDK
Dark Summit	THQ
David Beckham Soccer	Rage
Dead to Rights	Namco
Dragonball Z	Infogrames
Dragon Wars of Might & Magic	3DO



DREDD VS DEATH

We were ecstatic when we learnt that the 2000AD licence had gone to comic fans Rebellion, and they've captured the visual style of the strip superbly

Dynasty Warriors 3	KOEI
E.O.E.	Eidos
Final Fantasy 11	SCEE
Frequency	SCEE
Galleon	Interplay
Goemon Action RPG	Konami

G-SURFERS

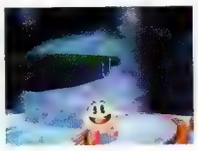
A *WipEout* clone? Or something else. Midas have picked up this futuristic racer that promises phenomenal speed and some incredible physics.

Gumball 3000	SCi
H2Overdrive	Crave
ISS 2002	Konami
Jeremy McGrath's Supercross	Acclaim
Kelly Slater's Pro Surfer	Activision
Kessen 2	Midas
Kinetica	SCEE
Mat Hoffman's Pro BMX 2	Activision
The Matrix	Interplay
Medal of Honor: Fighter Command	EA
Medal of Honor: Frontline	EA

THE LOST

An intelligent and challenging action adventure from Crave that has you searching for your daughter in Hell. Cheery, this ain't.

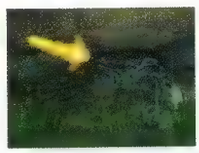
Mini Golf Maniacs	Vivendi
Mission: Impossible 2	Infogrames
Monster Rancher 3	Tecmo
The Mummy Returns	Vivendi
MX2002 Feat. Ricky Carmichael	THQ
NFL Quarterback Club 2002	Acclaim
OKAGE: Shadow King	SCEE
Onimusha 2	Capcom
Penny Racers	Midas
PRYZM: The Dark Unicorn	TDK



PAC-MAN WORLD 2

Classicists rejoice, as Namco's iconic yellow ball becomes 3D and jumps, runs and swims across a sprawling world. He's still being chased by ghosts, mind.

Reload	SCEE
Resident Evil 4	Capcom
Roadsters 2	Titus
Shaun Palmer's Pro Snowboarder	Activision
Simpsons Road Rage	Vivendi
Soldier of Fortune	Majesco
Star Trek: Elite Force	Activision



SOCOM: US NAVY SEALS

This could be the big technological breakthrough. Sony's third-person shooter is voice-activated *and* on-line. The future of how you use PS2? Quite possibly.

Star Wars: Racer Revenge	Activision
Stunt GP	Virgin
Suikoden 3	Konami
Superman	Infogrames
Syphon Filter 3	SCEE
Tenchu 3	Activision
Test Drive Off-road Wide Open	Infogrames

TEKKEN 4

What will Namco do to revive this flagging franchise? Introduce a new character called Dean Earwicker and set it two years after *Tekken 3*, of course.

Tetris Worlds	THQ
This is Football 2003	SCEE
Thunderbirds	SCi
Titanium Angels	SCi
Tokyo Highway Battles	Ubi Soft
Trophy Bass	Vivendi
Turok Evolution	Acclaim
Ultimate Fighting Championship	Crave
Vampire Nights	Namco
Virtua Fighter 4	Sega

UNISON

We're all up for saving the planet through dance, so we've been drooling about Tecmo's bemani workout for months. It's got Naughty By Nature's *OPP* Groooovy.

World of Outlaws Sprint Cars	Infogrames

DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01895 456 700
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun.com

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

HAVAS INTERACTIVE
0118 920 9100
www.sierra-online.co.uk

INFOGRAMES
0208 222 9700
www.infogrames.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

THE END OF THE BREEDING SEASON FINDS PSM2 UP TO OUR KNEES IN DEVELOPER SPAWN LOOKING FOR LIFE.

JONATHAN

No one would have believed... that the words 'Mars' and 'quality gaming' would ever be uttered in the same breath. But, undaunted by flops like Martian Gothic and War of the Worlds, Volition have risen to the challenge and cooked up something truly original for PlayStation 2.

Putting both *Quake 3* and *Unreal Tournament* to shame on a one-player footing, this game has also – with one sweep of its riot baton – cast a shadow on the coming potency of classics such as *Half-Life* and *Deus Ex*. Be in no doubt, this is by far the best FPS yet, it's out on PS2 before any other platform and... we just can't get enough of it.

If, however, your tastes don't stretch to hands waggling about at the bottom of the screen, then be happy as we've got something for absolutely everyone this month.

Scrappers, grab your gum shields as *The Bouncer* returns in PAL format to test its sinews against *Bloody Roar 3*. Racers, floor those accelerators as *Wacky Races* goes head-to-head with *Star Wars: Super Bombad* and fly boys, well, there's *WDL War Jetz* versus *Blade's Revenge* igniting the heavens. And it doesn't let up there – *Dark Cloud's* waiting for you on pg72... **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

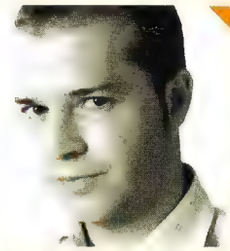
PLAYING PS2 LONGER,HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** NBA Street, Red Faction

Dan's love for the "Street" almost turned sour when he discovered there was no playable Ken Barlow. Reality and Dan don't mix terribly well



DUNCAN BAIZLEY

- **SPECIALIST IN:** Digital Versatile Discos
- **HAVING FUN WITH:** Dysentery and Army Men: Blade's Revenge

Chopper Baize gets to grips with 3DO's joystick and finds himself wishing he'd worn his gloves and goggles before putting his head through the screen

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs and RTS
- **HAVING FUN WITH:** Dark Cloud

Ironic really that a game called *Dark Cloud* should bring a silver lining to Jonnie's gloomy place. It's the first time his hoary gob's cracked a smile in decades.

JOEL SNAPE

- **SPECIALIST IN:** Home-made silencers
- **HAVING FUN WITH:** The Bouncer, Bloody Roar 3

Gluing two thimbles to his nut and wiring himself to the mains, Joel finally gets to shout "I AM VOLT!" before his Converse melt him to the spot

TIM WEAVER

- **SPECIALIST IN:** Cars and boats and planes
- **HAVING FUN WITH:** WDL War Jetz and Wacky races

"I've had enough mad racing games to last me a lifetime. A long one at that," screams Tim through gritted teeth. "Do you like me chinghead? Toast, no?"

RICHARD OWEN

- **SPECIALIST IN:** Boards and gravel rash
- **HAVING FUN WITH:** Star Wars: Bombad Racing

Getting Sebulba confused with his Osram, Mr Owen was last seen screwing a wriggling alien into his bedside lamp while racing a neon strip down Cheddar Gorge.

MARCUS HAWKINS

- **SPECIALIST IN:** Driving
- **HATING THINGS WITH:** 7 Blades

It's the way of the warrior as far as MC Hawkins is concerned. A strict regime of exercise, fly catching and banging his wedding tackle in a chest of draws. Ever ready, ever deadly.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Have YOU got yourself a PlayStation 2 and fancy writing a short, informative review for PSM2? Found a bundled bargain for the UK PS2 that the whole country should know about? What do you think about the PS2 games so far? Got any dirt on the review crew above? Share the wealth and mail us now!

›UNRIVALLED INFORMATION フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony no snazzy texture-mapping, Fantavision is the PlayStation 2's simplest, and arguably greatest, invention yet
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
VERDICT
MATCHER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シマヨ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シマヨ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シマヨ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シマヨカ キハワキア

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

RED FACTION 044

ARMY MEN: BLADE'S REVENGE 050
NBA Street 052
The Bouncer 056
Star Wars: Super Bombad Racing 058
Bloody Roar 3 062
Wacky Races 064
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Predator Box Set 077
Red Planet 077
Tors! Tora! Tora! 077

PSone REVIEWS

Mat Hoffman's Pro BMX 078
Power Diggerz 079
Alone in the Dark: The New Nightmare 079
UEFA Challenge 079
Virtual Kasparov 079
Asterix Mega Madness 079
Mega Man Legends 2 079

OUT UK now

RED FACTION

"YOU'LL FEEL PART OF THE MINERS' REVOLUTION"

Miners' riots, skin-boiling plague and shameless destruction... Volition's distopian vision of Mars is *almost* the gameplay revolution your PS2's been waiting for.

REVIEWER: Daniel Dawkins

Who'd go to Mars? We've all seen the movies. In Total Recall, Arnie gets double-crossed by a taxi driver, threatened with a six-foot drill and nearly gets his eyes sucked out by the vacuum of space. Worse yet, Sharon Stone goes nuts and Michael Ironside has his arms ripped off by a lift. Recently, we've seen Val Kilmer's Mission to Mars end in disaster when his robot loses it and starts murdering the crew. And who can forget the evil martians from War of the Worlds, Mars Attacks or Marvin from Bugs Bunny? Yes indeed, Mars is truly a shitty red place to live – and a quite brilliant location for a videogame. Those seeking an innovative, masochistic challenge need look no further.

Red Faction isn't an ordinary first-person shooter. *TimeSplitters* thrilled with its multiplayer carnage, and *Quake* dazzled with its sharp graphics, but neither delivered a satisfactory one-player experience. There's nothing inherently compelling about ancient tournaments or malevolent alien races if they're not integral to the gameplay. But while *TimeSplitters*' plot was an excuse for colourful characters, *Red Faction*'s is core to the sense of immersion. It's not Shakespeare, but you *will* feel part of the miners' revolution. If you fail, they fail – and the sense of responsibility heightens the experience.

CHARGE OF THE FIGHT BRIGADE: The remote controlled charges can be detonated at distance to devastating effect.

This involvement is developed by *Red Faction*'s believable universe. Lab technicians casually attend to their business, while posters feature believable gumph about football tournaments and safety regulations. Better yet, this detail is consistently developed. Shortly after the riots, reward posters seek a mysterious protester, but later in the game – when you're better known – they feature your name and picture. Guards even start calling you 'Parker'. Your actions affect the world around you – and you'll take pride in the results.

"WHILE TIMESPLITTERS' PLOT WAS AN EXCUSE FOR COLOURFUL CHARACTERS, RED FACTION'S IS CORE TO THE SENSE OF IMMERSION"

RED OR DEAD: As you'll discover in real-time cut-scenes such as these, you've got to keep moving if you want to survive.

BLINDED BY SCIENCE

The physics are equally realistic. Head shots will take guards down first time. Rockets observe gravity and follow accurate trajectory paths. You need to aim high above distant targets in order

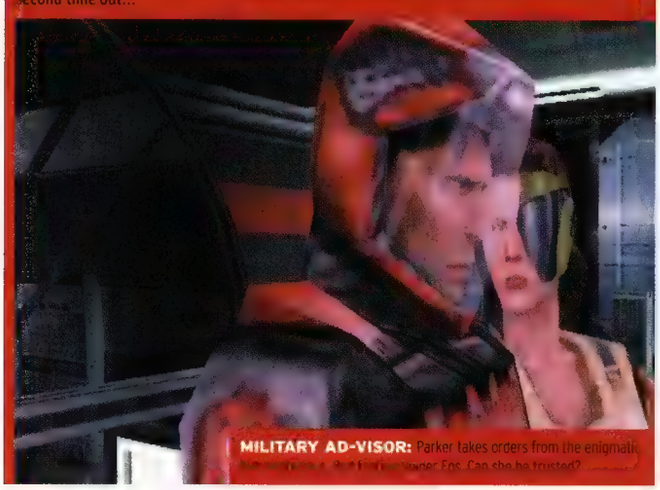
FLIGHT-ARSED SKITS: From time to time, you'll have the chance to pilot an Aesir Fighter for maximum carnage.

"GO ON, JUST A PECK ON THE CHEEK" A mysterious plague is turning respectable miners into bumbling mongos.

GUNS, TREASON AND PLOT

Red Faction makes timely use of cut-scenes to accelerate the plot. Despite poor acting and a largely risible script, these brief intermissions succeed in building atmosphere and giving the player a much needed break. After hours of faceless conversation, you'll be overjoyed to finally meet the Red Faction leader, Eos – even if she does look like an escapee from a wonky PSone game. If only you could skip the damn thing second time out...

FROWN AND OUT: Even if you survive your first encounter with evil genius Capek, don't think you've seen the last of him.



MILITARY AD-VISOR: Parker takes orders from the enigmatic [illegible] Eos. Can she be trusted?

►to hit them. Bullets will scar the walls in different ways depending on your angle of fire. Most impressive are the particle effects – glass shatters with unnerving accuracy, wounding those in its path. Shooting a gas pipe causes steam to spill out, scalding those around it. All this, and we haven't even mentioned the incredible Geo-Mod system.

LET'S GET READY TO RUBBLE

Geo-Mod – or real-time, arbitrary geometry modification – has one vital application: you can blow holes in almost anything. When guards hide behind a counter – blow a hole through it with a rocket-launcher. When a tank advances over a bridge – collapse it with some carefully placed charges. In short, you can do just about anything, though the game does use tricks to keep you in the right direction. Supplies of rockets and grenades are limited, while metal surfaces won't deform at all. It might sound disappointing, but if you could wade around making passages everywhere, how on Mars would the game keep you on track? Nobody wants to waste time being lost.

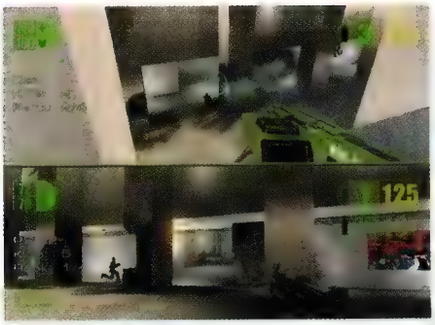
DAVID COWER: When you raise your weapon to innocent civilians they'll squeal and cringe, often blocking your way to vital objects.

"MOST IMPRESSIVE ARE THE PARTICLE EFFECTS – GLASS SHATTERS WITH UNNERVING ACCURACY, WOUNDING THOSE IN ITS PATH"

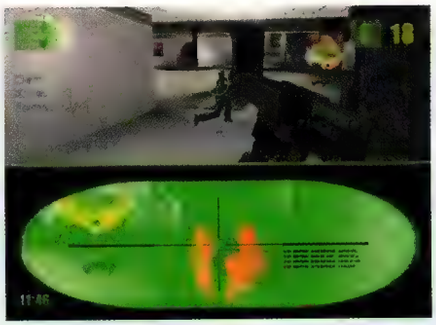
INSIGHT

Without the French Revolution, the world wouldn't have any restaurants. They were invented to allow the personal chefs and waiters of the defunct aristocracy to have jobs.

The weapon diversity keeps the action fresh. You've got to wade a long way through the game to earn the really kick-ass tools. Once you've picked up the magnetic rail driver – with its ability to shoot through walls – you'll wonder how you coped with a simple pistol and handful of largely ineffective grenades. Each weapon has its own unique benefits, and expands the gameplay accordingly. For example, once you've acquired the sniper rifle, you'll encounter a puzzle where you've got to shoot a distant switch to trigger a bridge. The last few levels will push these skills to the limit.



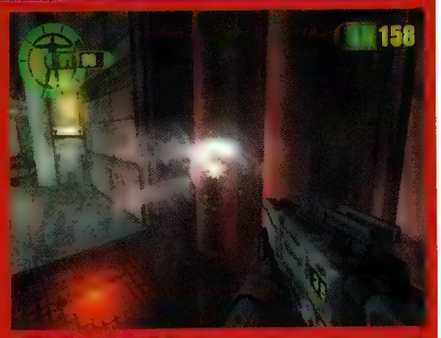
PILLAR KILLER: Two-player games can last up to 20 minutes, showcasing the destructive legacy of the Geo-Mod system.



GLOWING FOR BROKE: The action's furious, with weaponry in abundance – but slowdown occasionally rears its ugly head.

KEEP IT REAL

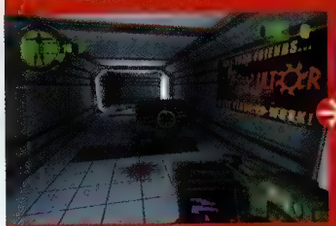
The Geo-Mod system might be impressive, but the real innovation is the consistent application of real-world physics. Rockets fly with realistic trajectories, while burning soldiers whimper slowly, smouldering until they smoke and char. The only disappointment is the projectile scarring system. It isn't possible to write your name on the walls, because the impact craters fade too quickly. Unless you full name's '1' or 'L', that is. You poor thing.



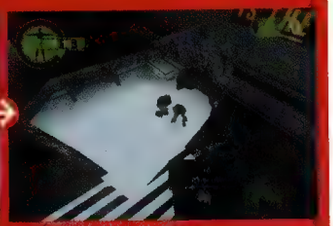
STEAM PLAYER: The pipe will fracture exactly where you hit it, expelling steam at the point of highest pressure.

DON'T BELIEVE THE SNIPE: Bill posters will alert guards to your notoriety, if you don't take stern preventative action.

HOPE YOU LIKE JAMMIN TOO: Frequent reloading can be a pain, but the guards have problems with their guns too.



ENTER SAND MAN: Just line up a rocket using the infrared detection system...



DOWN AND SHOUT: ... to reveal some terrified squealing technicians in the room below.

"THE PACING IS CONSISTENTLY WELL STAGED – ONE MINUTE YOU'LL BE TEARING THE ENEMY TO PIECES, THE NEXT YOU'RE RUNNING FOR YOUR LIFE"

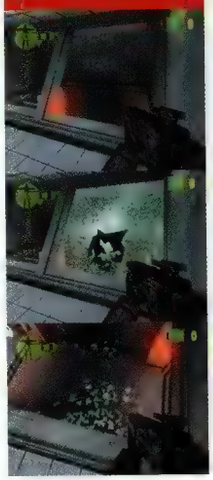
The sense of tension is palpable. You're constantly battling against the odds. Starting with a weedy Riot Baton, you'll soon find a gun and enjoy a fleeting sense of power. Until, that is, the guards adapt and start wearing armour. The pacing is consistently well staged – one minute you'll be tearing the enemy to pieces, the next you're running for your life. Coupled to the screams of terrified workers, moody flash lighting and ominous bullet flashes, you'll never know what's round the next corner. On the later levels, the Mercs can kill you with just one shot. You'll be so edgy, you'll peer round every corner and pathologically fear the opening of sealed doors.

DEAD BEAT DESCENDERS

The controls – so often a failing of first-person shooters – work reasonably well. Defaulting to a *TimeSplitters*'-style set up, you'll soon be leaping and targeting in one swift move. The game contains no truly aggravating jumping sections, but there are times when you'll slip off platforms because you couldn't see your feet. As in all FPSs, negotiating ladders is still somewhat cumbersome – despite the option to use L1 and L2 to climb and descend. Targeting sensitivity can be adjusted, but there're still times when you'll swear your shots connect only for the intended target to fill you with bullets.

SHATTER PROOF

Pistol shots will only puncture glass panes, while rockets shatter 'em outright. The glass will eventually tumble and litter the ground realistically.



THE CRYING FLAME: Burning guards will stumble around blindly, torching those around them until they collapse.

MEDICAL ASSURANCE: Pop your weapon in its holster, and these guys will be happy to heal your wounds.

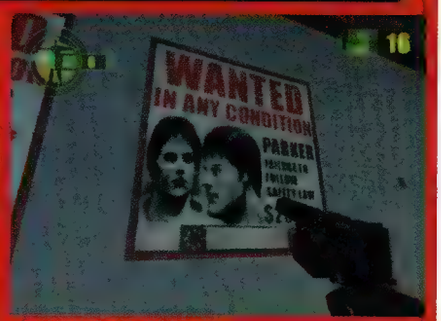
MURRAY THE SLUMP: In addition to leaving gruesome blood splats, fallen guards will collapse realistically against the scenery.

HEAVY METAL FEAR: Sometimes, guards will spot an awesome weapon like the heavy machine gun and leg it.

NOSEY PARKER

The artery-hardening battles are punctuated by sections of light relief. In one stage, Parker dons a doctor's uniform for some sub *Metal Gear Solid* stealth. Sadly, your disguise must be less convincing than Clark Kent's 'face-altering' spectacles, because guards spot you from 20 paces. That's the cost of notoriety, we presume. In multi-player mode, you can choose Parker in any of his costumes from the game.

DOCTOR DOOM: In the stealthy disguise sections Parker loses his [illegible] and can only pack a limited ammo pistol. Tread carefully.



THE MUGS DON'T WORK: If the guards fail to capture you [illegible] with increased rewards.

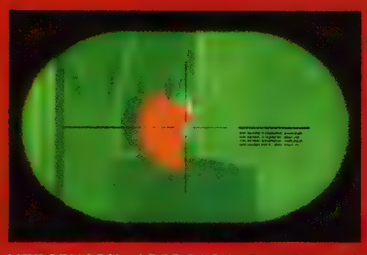
FLEAS, FLIES, FOES, GUNS

As your arsenal grows, so does the strength of your opposition. The first set of baton-waving guards are troublesome enough, but when you're facing off against the infrared protected, battle armoured mercenaries, you'll long for some standard cannon fodder. The whole gene-tinkering sub plot has allowed Volition to include some scary high-speed beasties without shattering the illusion of reality. Just keep thinking that when you're attacked by the Mungo men with porridge for skin.

ENVIROSUIT UNFRIENDLY: The upgraded standard guards take a lot more shots to kill.

JAWS MICHAEL: The underwater sections navi[illegible] their own selection of mutated terrors

MIAMI LICE: Capek's mutated monstrosities have [illegible] and move like lightning.



MERCENARY APPROACH: The infrared rail [illegible] deadly mercenaries.

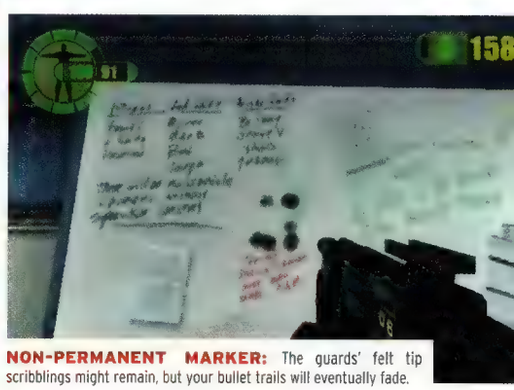
IT'S GREAT WHEN YOU MUTATE: Disease [illegible]

▶The guards are generally quite smart. If they spot you unarmed, they'll move swiftly in for the kill. On one occasion, you're standing by an unmanned automated gun emplacement, when a guard comes charging at the position shouting, "Just try it miner!" After he sees you grabbing hold of the huge gun's trigger, he turns his back and runs away screaming, "I don't deserve to die!" The elite Merc guards will hunt you in packs and provide their cohorts with covering fire. For this reason, you'll take immense satisfaction from a tactical raid on enemy positions. A disorienting rocket blast, a few precision sniper shots and mop up the rest with the assault rifle. Lovely.

SCIENCE FACTION

The vehicular sections are successful for the same reasons. You briefly transcend your standard skill set. There's no better feeling than mowing down packs of guards in an Aesir Fighter. With near limitless bullets and plentiful rockets you'll be keen to make your mark. Equally, the joy of speeding through the scenery after hours of tip-toeing is an empowering experience. Most vehicles have intuitive controls, but sometimes suffer from restricted fields of vision. The underwater sections will have you going round in circles. Very frustrating.

Without ruining the plot, you'll be exploring claustrophobic mines, enemy hide-outs and



NON-PERMANENT MARKER: The guards' felt tip scribblings might remain, but your bullet trails will eventually fade.

MODS AND ROCKERS: When the scenery explodes guards get caught in the blast radius and showered with broken glass. Truly, a beautiful game...

IMPACT POINT

Geo-Mod. Bit of a novelty is it? That's what you'll think until you encounter your first sentinel robot. The hovering terror sweeps into view and starts blowing chunks out of the scenery. You dive behind a brick wall, only to find it missing a few seconds later. As you frantically scramble for cover, glass splinters behind you and platforms collapse.

"IN MULTI-PLAYER WEAPONRY IS PLENTIFUL, SO SNIPING SKILLS OR OUTRIGHT WORLD-SHATTERING ROCKET PLAY ARE ENCOURAGED"

INSIGHT

In 1918 the Soviet government cut 13 days from the year to synchronize their calendar with other European nations. That's why the anniversary of the October Revolution – when the Communists took over – is celebrated on November 7.

making some shock discoveries about the motives of the Ultor mining corporation. You don't need to know any more than that, it'd only ruin the game's amusing, if Hollywood standard, surprises. It took us three weeks of fairly consistent play to reach the end – about 25 hours of play time. If you want to save the game every other step, you'll get through a lot easier, but those seeking a challenge won't be disappointed.

CONFLICT OF INTEREST

To further boost the longevity, Volition have included a split screen two-player mode. Bad news first: there's some slowdown – but at least the full Geo-Mod features are available. The levels have been custom designed to maximise the multi-player experience, ranging from nerve-jangling corridor levels to open-plan fields of wanton destruction. In our favourite level, two teams face off from opposing buildings, with a suicidal section of no-mans land dividing them. Weaponry is plentiful, so sniping skills or outright world-shattering rocket play are encouraged. By the end, there's scarcely a piece of rubble left to stand on.

Sadly, *Red Faction* isn't without its faults. Certain puzzles are poorly flagged and you won't know where to go next. There's a hugely unexpected solution when you try to activate the submarine. The potentially thrilling disguise level falls flat because guards spot you from 20 metres. The first fight with Capek is confusing, and the last few levels tough enough to drive you mad. The Geo-Mod system is an exciting innovation that never truly translates to the next leap in gaming.

MINER MIRACLES

The best games, such as *Resident Evil* or *Metal Gear* will subtly direct you through tricky areas, introducing new skills gently. But when you first pick up the rail driver in *Red Faction*, you're being attacked by five Mercs. You don't even know what the bloody thing does as they plug you full of holes. If the real-time weapon selection was quicker, it wouldn't be an issue, but you're forced to scroll through one at a time. If you select the rocket-launcher in panic, there's the risk of blowing yourself up. Goddamit.

Nevertheless, *Red Faction* has few peers on PS2. Its graphics are – debatably – as good as *Quake 3*, with weapons to match the playful diversity of *Unreal Tournament*. Most importantly, the game feels concerted – with a story to match most PS2 RPGs. It's the closest thing you'll get to PC classic *Half-Life* on any console. Some of the set-pieces will stick with you forever.

If only the game structure was tighter, we'd be looking at a modern day classic. As it is, we're left with a slightly flawed game whose dizzying highs *almost* atone for the occasional glitch. Luckily for *Red Faction*, those highs are considerably better than almost everything on PS2 so far. Finally, a game to get your teeth into. **PSM2**

Red Faction *will kick-start the revolution on June 22nd.*

DOUG QUAID'S CHOICE

1 **RED FACTION**
An engaging storyline makes for a peerless single-player game. The scenery destruction seals it.

2 **QUAKE 3 REVOLUTION**
Despite a varied single-player mode you're never fully submerged into the action. Shame.

3 **TIMESPLITTERS**
The plot's weaker than a school nativity play – but the multi-player mode's a sweet experience.

PSM2 VERDICT

GAMEPLAY
+ Rewarding skill set and fast-paced thrills
- Uneven learning curve

GRAPHICS
+ Fantastic spot effects and scenery deformation.
- Two-player slowdown, some odd animations.

SOUND
+ Incredible screams and moody themes.
- Repetitive speech

LIFESPAN
+ Hardcore action to the bitter end.
- Impatient gamers may get frustrated.

OVERALL
A brave attempt at innovation ends in an entertaining action adventure, though the sticking points prevent this becoming a classic.

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EXPLOSIVE

OUT UK NOW

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** 3DO
- **PUBLISHER** 3DO
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS

- 20 missions over new interior and exterior environments.
- Four helicopters: King Cobra, Chinook, Osprey and Apache.
- Four co-pilots with unique special attacks.
- Co-operative and head-to head multi-player modes, including Bug Hunt and Flag Nab-it.

LET OSPREY: The twin-bladed Osprey only becomes available after you've completed the mission to retrieve all the components. 29

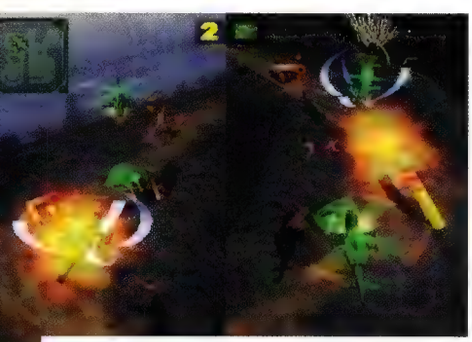
BEIGE WATCH: Captain William Blade's nemesis is the sinisterly-masked Baron Von Beige - aerial villain of the Army Men skies.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

The most unfathomably popular franchise of all time takes to the air in a sequel that you'll wish had been made bio-degradable. **REVIEWER:** Duncan Baizley

To be fair, *Army Men: Air Attack* on PSone wasn't as much of a gag-inducing stinker as those who'd rather eat their own legs than play an *Army Men* game might think. *Air Attack 2* tidied up on the original, particularly the appalling score, and what we have here is a casually buffed port of that game.

As anyone who blistered through the flawed but addictive *Jungle Strike*, and its companion *Nuclear...*, will testify, there's something in the pinpoint movement of choppers that translates beautifully to an Analogue stick. Pinned down in an uncomfortably bullet-filled situation? A tweak on the stick, a near perfect 180° strafe and a well-aimed rocket will give you a self-satisfying exit from even the tightest corners. *Blade's Revenge* adds the neat twist of giving your chopper a winch, allowing you to hoist up debris strewn around the environments and dropping it on your foes. Not only will it save ammo in precarious situations, but it becomes essential for collecting equipment and parts for the missions.



DASHED AGAINST THE CO-OP: Two players can go through the missions, which gives a nice, if squished, extra option.

ROTARY CLUB

Once again you're fighting for truth, justice and the green plastic way. This time, though, you're Captain William Blade – an injection moulded Colonel Kilgore, if you like – who, with his Alpha Wolf squadron, intends to halt the Tan Army's plastic production and bring down their own air ace, Baron Von Beige, into the bargain.

As with the other games in the *Army Men* series, the emphasis is on a cut-scene driven narrative with some knowing nods to popular culture, ludicrous stereotyping and the abilities of Vikki Grimm to repel unwanted invasions into her nether regions... etc.

APACHE DROPOUT

Missions vary from seek and destroy to seek and construct. When you're not on the run from your own people, you're escorting a weapon made out of an aubergine on a suicide mission. It's fun and handles well enough at a satisfying speed, but *Blade's Revenge*'s cursed with the same half-arsed graphics, clipping and critical slowdown that plague the entire franchise.

The multi-player options go someway to apologising for the way the game looks by being ... well, OK. Co-operative gets a little confusing through the grainy graphics and the head-to-head modes are enjoyable, but unsophisticated.

Blade's Revenge is undoubtedly *Army Men*'s reigning champ, but it's still not enough of a departure to warrant £40 of anyone's money. **PSM2**

Army Men Air Attack Blade's Revenge is hovering around now

INSIGHT

Chinook Helicopters, based in British Columbia, offer a commercial helicopter pilot's licence for $37,090. 100 flight hours will cost $36,000, schooling is $850 and books are $240. Bargain.

PLASTRO'S CHOICE

1. **ARMY MEN 2: BLADE'S REVENGE** The best of a bad bunch. Decent gameplay let down by some dreadful visuals.
2. **ARMY MEN: SARGE'S HEROES 2** Another flawed rehash of an established concept.
3. **ARMY MEN: GREEN ROGUE** We've actually wasted time playing this, and we're tempted to sue 3DO to get our lost hours back. Absolute bloody muck.

PSM2 VERDICT

GAMEPLAY
+ Handles well. Wiping out an enemy base with a can of Spam's fun
- Linear routes and uninspired blasting

GRAPHICS
+ Er... you can tell which side you're on. Cut-scenes are OK.
- Where do you start? Clipping, slowdown and it looks *very* PSone.

SOUND
+ Stirring soundtrack and decent voice characterisations.
- Piddling weapon fire and soggy explosions

LIFESPAN
+ The multi-player options should keep you coming back.
- The 20 missions won't take you long.

OVERALL
A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible. Should've been a quantum leap for *Army Men*.

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CHOPPED MINCE

PlayStation 2

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OUT UK JULY 06

NBA STRE

"WHAT WE GET IS URBAN BASKETBALL WITH THE EMPHASIS ON

SSX basketball? Not quite. The jive-talking *NBA Street* is high on pizzaz, but low on variety. Your high-tops might be staying cool when the winter nights come calling...

REVIEWER: Daniel Dawkins

Remember the lanky kids at school? The beanpoles who couldn't kick a football to save their lives? How do you think they found self-esteem and companionship? Basketball. While the rest of us were moaning about our ill-fitting PE shorts, these guys were out shooting hoops. If only they'd been born in the USA, these skills might've led to million dollar contracts, a tempestuous relationship with Carmen Electra or a starring role with Bugs Bunny. In fact, if basketball had less silly rules and made the size of your afro as important as the height of your slam dunks, then maybe we'd *all* have been interested. So hurrah for *NBA Street* – attempting to do for basketball what *SSX* did for snowboarding and, grrrrrr... not quite making it.

INSIGHT

Michael Jordan earns over $300,000 a game, and $40 million a year in endorsements. But he'd have to maintain this level of income for the next 270 years to achieve the same net worth as Bill Gates.

We had such high hopes, too. *SSX* was edgy, slick and – dare we say it – cool. In short, everything that an EA game *wasn't*. There were no big name licences, just hardcore, digit-crumbling gameplay. So when we found out that the second game in EA's Big franchise – *NBA Street* – would feature licensed soundtracks and an accurate roster of NBA teams, the alarm bells started ringing. The preview shots featured monkey-limbed giants with killer afros and day-glo pants – but the game we were playing was populated with faceless 'stars' from real-life. Had EA reverted to type? Sacrificed grit for glitz? No, but they couldn't push the envelope tighter.

THE REAL RIM SHADY

What we get is urban-rules basketball with the emphasis on showing off. Choosing from 29 conference teams such as the LA Lakers and Sacramento Spurs, you've got to play through the City Circuit tour to earn rewards and new NBA players. Every few matches, you take a Street Challenge against a superfly local team to win special characters such as Eminem lookalike, Drake. Slowly, but surely, you'll amass a cast of players who wouldn't look out of place in a blaxploitation kung-fu roller disco – the Street Legends. You'll also earn cheats to tinker with the players' outfits and enable subtle gameplay tweaks – such as slow-motion replays and explosive rims.

With the exception of a shot clock, there're virtually no rules. You can smash players off the ball, goaltend and chuck the ball back over the halfway line. The only thing that matters is being first to 21 points. Standard dunks and shots score one, while long-range baskets score two – it defies convention, but at least it prolongs the matches. Most bizarrely, EA have introduced a Gamebreaker shot which reduces your opponents' score equal to the points you gain – effectively doubling the value of your basket. This killer move can only be used once you've built up your team's Momentum bar. You what?

CHICKENING A BASKET

NBA Street is all about tricks. For every flashy dunk, passing move and fakeout you make, your Momentum bar grows – when it reaches capacity, it's Gamebreaker time. The shoulder buttons access a finite Turbo reservoir which lets you run faster and use special moves. When you take your finger off the turbo, the bar slowly rebuilds. By holding a combination of the shoulder buttons and tapping ◎ you can access a wide range of feints and dribbles – much like the trick system in *SSX*. Similarly, you can link these moves in combination to gain mega points.

Thanks to the chunky character models and smooth animation, these moves are really satisfying to pull off. As your baggy-clothed ▶

"THERE'RE VIRTUALLY NO RULES. YOU CAN SMASH PLAYERS OFF THE BALL, GOALTEND AND CHUCK THE BALL BACK OVER THE HALFWAY LINE"

IT'S TRAINING MEN: The Street School training mode is hosted by Joe 'The Show' Jackson who'll talk you through the basics.

INTRODUCING THE BAND: Skinny 'ol Bonafide is one of the Street Legends and an exceptional handler of the ball.

JUST RING IT: The wilder slam dunks get replayed from a dynamic angle, highlighting the facial detail. Hang on, isn't that..?

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA Big
- **PUBLISHER** EA
- **GAME TYPE** Basketball
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- Street School training mode to hone your skills.
- Hold The Court mode to establish winning streaks.
- Player Create mode and cheat menu.
- 12 courts, from Venice Beach to Yakatomi Plaza.
- 29 official NBA teams, with licensed players and secret 'celebrity' teams.

ET

SHOWING OFF"

UM COMBO: Every time you fakeout a player a little crown appears above their noggins and the points get added to your combo total.

IT'S GATE WHEN YOU RE STRAIGHT: Peering into the background you can spot San Francisco's Golden tourist trap.

COCKNEY RHYMING SCAM: Londoner Biggs won't always look this good - the replay camera flatters the in-game graphics.

YOU'RE LOOKING AT A WINNER BABY

Along with the classic streetball team, the Street Legends, *NBA Street* contains a few surprise inclusions. As the second game in the EA big series, don't be surprised to see some familiar faces from an ever-so-slightly popular snowboard game. Pop fans will be equally happy to discover a team of funky pop princesses from the stable of P Diddy. If you get bored with the character roster, why not spice up their outfits with some nifty cheats?

JESSE CITY RULES: Those glasses, the dreadlocks, that ridiculous lycra vest.. It can only be... well, you know.

THE 4 SKILL TIE: This trio of mini RnB babes pack a surprising variety of skills for ones so small.

GROWING UP IN THE CITY

The City Circuit mode follows a strict ladder structure, as you work your way through the ranks unlocking new players and game venues. Each victory will earn you a new NBA character, such as Baron Davis and Michael Finley or, more excitingly, development points for you to create your own character. Choosing from a variety of looks and nicknames, you can build up the stats of your player to make him king of the game. You might be called Girl Next Door, but no one tends to laugh when you're seven-feet tall and can toss three-pointers from 50 yards.

LADDER RUNG: The Street Challenge matches are unlocked once you've beaten all the teams in the region.

STATS THE WAY IT IS: Each successful match earns you player development points to boost your skills.

RING OF FIRE: The blue circle beneath your character glows green when you're in shooting distance.

CHEAT THE PARENTS: In a nod to *NBA Jam*, you can input these funky cheats before each match.

MC GALORE: MC Joe has an outfit for every occasion and works hard to hype the atmosphere.

▶player feints to the left, pops the ball through his legs and rises 360° to slam the ball through the hoop, you'll do well to suppress a smile. In fact, in the heat of intense competition, you're more likely to shout "How do you feel about *that* suckers?" and start poking your fingers at the screen like it's stolen your lunch money. The control system is relatively simplistic, so in no time at all you'll be charging round the court like a bee-stung Dennis Rodman.

DUNKS IRK SPIRIT

The only problem is, it's almost too easy to score. With a decent player like Michael Jordan, all you need to do is hold ◎ near the basket and wait for a guaranteed slam dunk. Similarly, CPU players will score with almost every attack. The game just flows back and forth waiting for someone to miss – anti-football, if you will. This might be realistic, but it cripples the long-term entertainment. Spectacular dunks aren't so impressive once you've seen 30 of them in quick succession. With relatively little finesse in the build-up play, there's not much left to admire. Oh, 'eck.

This wouldn't be such a problem if it was easier to defend. Even with a moderately-skilled player, it's almost impossible to steal the ball off the opposition. You've just got to wait and hope to block their shot. While jumping is a skilled affair which improves with practice, your stealing ability depends largely on your character's stats. Where's the satisfaction in that? It's hard to shake

WEIRD SLAM VET: There's a wide variety of gravity-defying dunks which increase as your characters grow in skill.

GO WITH THE 'FRO: With deft use of your dribble moves it's easy to beat a man.

IMPACT POINT

You've earned the Gamebreaker and've come slamming in with the ball between your legs to shatter the hoop and win the game. The music purrs, a simulated heartbeat starts to pound and you watch the replay from three increasingly dizzying angles. In case you hadn't realised, you truly are the man.

"DUE TO THE LIMITED NATURE OF THE COMBO SYSTEM, A NBA STREET MASTER LOOKS LESS DOMINANT THAN AN SSX, OR ISS, VETERAN"

INSIGHT

The game of basketball originated in Springfield, Massachusetts in 1891 when school teacher James Naismith used two peach baskets and a soccer ball to entertain his bored gym students.

the feeling that half your defensive options are redundant. As the ball pings back and forth, you'd be forgiven for thinking the game runs on rails. On one occasion we put the pad down only to watch our player make an automatic steal. Jaysus, a game with more control when you're *not* touching the buttons.

SCIENCE IN COURTS

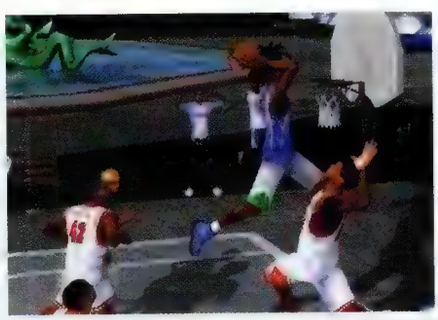
The Hold The Court multi-player mode suffers from the same problems. Win or lose, you don't always feel responsible for the result. With practice, players with superior skills will usually win, but due to the limited nature of the combo system, a *NBA Street* master looks less dominant than an *SSX*, or *ISS*, veteran – there's simply less scope to express your imagination. To really stand out, you've got to build up your team's stats in the City Circuit mode – which feels more like a loyalty bonus than a result of innate talent. Regardless, due to the brash, extravagant feel there's a lot of shameless fun in a two-player match up.

When you adjust to the pendulum-like flow of *NBA Street*, you enter a pleasant zen-reverie where relatively little input yields consistently spectacular results. Games pass by effortlessly, and buoyed by the reward of cheats and player creation points, you'll be clicking for your next go before you even look up. It's a bit like *Pokémon* – limited gameplay made as addictive as Pringles by the lure of new characters. In fact, it's only in this trance-like state that you'll notice all the spectacular courtside details like the true 3D spectators, rising steam and wind-whipped paper. They might be sheerly aesthetic, but if you could interact with the environments they'd only wake you up.

The big problem is that *NBA Street* isn't half the game it could've been. We expected on-court scuffles and wild signature moves, but apart from the Street Legends team – and the odd celebrity guest – you're left with heaps of samey players. Accurate player names just don't work for us. The licensed soundtrack features an old remixed Herbaliser track and nondescript funk jazz. On-court MC Joe 'The Show' Jackson swaggers neatly but has a dire fondness for repetition.

It isn't a bad game. It's funky, fresh and entertaining, but reluctant to betray its subject matter. With some more gameplay variety – some one-on-one games or stunt challenge modes – this could've been a game that *everyone* should buy. As it stands, this is probably the best basketball game on PS2, and a 'not quite' game for everyone else. If the EA Big label wants to retain its mystique, this is *not* the way forward. More bungee jump than ski season – you might be disappointed. **PSM2**

NBA Street *will be slam-dunking into s*



LIKE IT OR JUMP IT: The defender has mistimed his leaping block, leaving DJ an easy route to the basket.

RODMAN'S CHOICE

1 **NBA STREET**
The PS2's best looking basketball game might be too jokey for purists, not wild enough for everyone else. Still fun, mind.

2 **NBA LIVE 2001**
A valiant attempt. The choice for NBA die-hards.

3 **NBA HOOPZ**
A quirky, rule-lite approach to basketball with wobbly graphics – essentially *NBA Jam* with polygons.

PSM2 VERDICT

GAMEPLAY
+ Simple, instantly satisfying gameplay.
- Limited depth and fudged defending.

GRAPHICS
+ Impressive backgrounds and chunky characters.
- Repeated animations and limited replays.

SOUND
+ Neat tinkles, grunts and funky sounds.
- Repeated speech, few exciting tracks

LIFESPAN
+ Hard-hitting instant fun.
- Repetitive structure and restricted gameplay.

OVERALL
A funky take on basketball that isn't truly essential for non-fans. If its wilder ideas were fully explored, this could've broken the backboard.

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RIM RATTLING

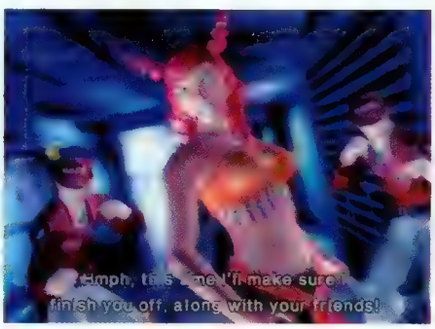
BATTER THE DEVIL YOU KNOW: Sadly, you'll rarely see this many people on-screen – and that blurring effect doesn't help visibility in the darker sections.

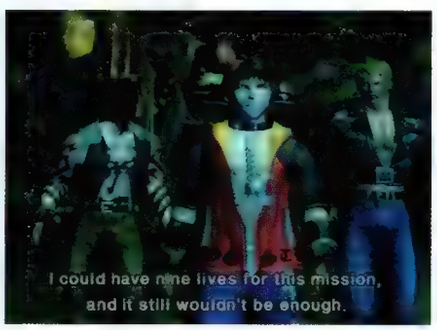
OUT UK now

THE BOUNCER

Dressed smartly, but obviously trouble, PSM2 clocks *The Bouncer* at the door and gets ready for a long, hard night...

REVIEWER: Joel Snape





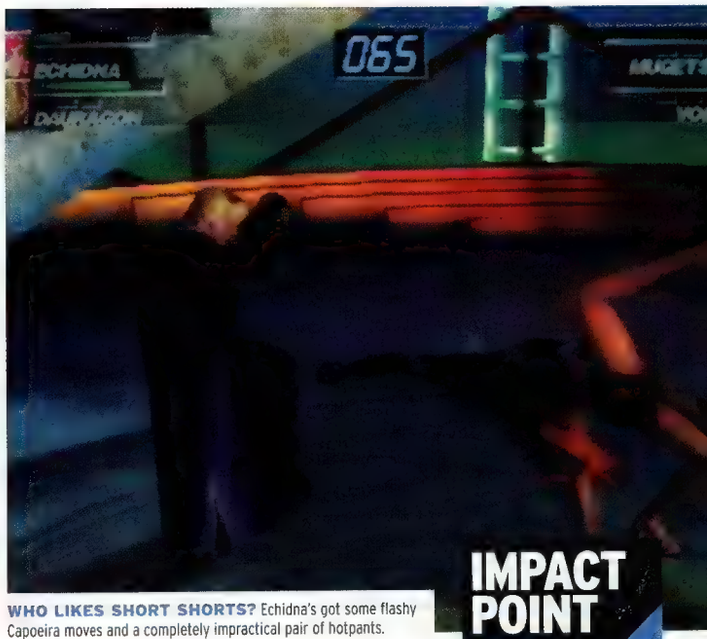
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Dream Factory
- **PUBLISHER** SCEE
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, MultiTap 2, DualShock 2, Memory Card

DETAILS

- 15 characters – although several are just alternate versions of the same person.
- The Active Character Selection system – which means you pick a character every time you go into a fight. No, it's not that exciting is it?
- Story and Survival modes for solo play, Battle Royal and Team Attack for multiple players.

IRON MIKE DYSON: Not all opponents are human – here we're beating up an overly aggressive hoover.



WHO LIKES SHORT SHORTS? Echidna's got some flashy Capoeira moves and a completely impractical pair of hotpants.

There's a lesson here. Within a couple of days of its Japanese release, *The Bouncer* stomped its way to the top of the charts. Two weeks later it was skulking about near the arse end of the top ten, and everyone went back to playing *Densha De Go!* So original publishers Square have changed tack. They're now touting *The Bouncer* as a playable action movie – which immediately tells you how much effort they've put into the cut-scenes compared to the game, but we'll let that go for the moment. Playable action movie, eh? Riiiight...

Admittedly, *The Bouncer's* quite pleasing to the eye. The cut-scenes are full of snappy action, loud bangs and excitable yelling. Of course, this sort of thing's quickly becoming the standard on PS2, so they don't look quite as polished as they did five months ago, but they're still very entertaining for a couple of viewings.

FREAK SCENES

So, you've got these three bouncers – the hulkish one (Volt), the 'cool' one (Kou) and the irritating, yappy-voiced one (Sion). They're all trying to rescue Sion's girlfriend Dominique from the Mikado Corporation – who are also trying to take over the world. As for the dialogue, a typical conversation between the trio will have a "Whoaaa", "Dude" and a sprinkling of "They won't stop me from finding Dominique. *Dominiiique!*"

The cut-scenes also intrude horribly on the gameplay – imagine watching a DVD that automatically brings up a big grey menu every couple of minutes. Witless set-pieces kill what's left of the atmosphere. In one section, you're fighting rentacops in a rapidly flooding tunnel. Why do they keep fighting in the face of certain death? Because that's what guards do. Incidentally, you don't actually *see* the water in-game – presumably that'd be too difficult to render – so the urgency of the situation relies on a rumbling DualShock 2 and a *very loud* siren. Good God.

So, as an action movie it's Chuck Norris standard. Is it playable? Just about. You've got three attack buttons and a block. Jabbing the button flicks out a quick attack, and holding it down produces a more powerful move. It's a ludicrous system – in a pitched battle, your natural instinct's to hammer the buttons as hard as possible. Combine that with the fact that you only need two or three moves to finish the game – we'd suggest Volt's Shoulder Barge and Body Press – and you've got a combat system with all the subtlety and grace of a pool cue to the jaw.

PUNCH OF ARSE

In itself, this wouldn't necessarily be a problem – after all, *Final Fight* coped perfectly well without much more than a punch, a jump, and a jumping punch. But what *Final Fight* did well, and *The Bouncer* doesn't do at *all*, is mayhem. Bar fights, as everyone knows, should involve chairs flying through the air, windows getting broken and huge crowds smacking each other with bottles. Forget all that. *The Bouncer's* backdrops are just static eye-candy, so it doesn't much matter whether you're fighting in a garden or on the roof of a train.

You'll be lucky to see a fight involving more than seven people – which means that the three heroes frequently outnumber the opposition. Where's the feeling of facing down insurmountable odds? Of striding into battle with nothing on your side but grim determination and an iron pipe? It's in *Streets Of Rage*. Sorry.

Finally, there's the problem of longevity – after all, how many times can you sit through *any* action film? You'll probably complete the game on your first serious go, in about an hour and a half.

Quick bit of maths, then – it'll take five hours of play to get every bit of enjoyment you can out of the cut-scenes, and probably another five to unlock every move. And you probably won't enjoy the last five very much. Still, at least after that you'll be able to play against your mates. Up to four people can fight in Battle Royal mode – it's enjoyable in a scrappy way but plenty of games do it better.

Here's the lesson: pay attention, Square. If you're going to make a playable action movie, you have to make it playable, action-packed and, um... keep things moving. Better yet, forget the whole thing and make, y'know, *games* instead. They're what the PS2 was designed for. **PSM2**

The Bouncer's blagged its way into the shops now

INSIGHT

The Bouncer got 72 back in PSM2#06. We've knocked six marks off because they've done absolutely nothing to sort out the failings of the NTSC version we had to slog through.

IMPACT POINT

The first time you meet Dauragon C Mikado, he's all floppy-haired arrogance and sneering menace. He offers to take the lot of you on with one hand behind his back. Everyone tenses. You gear up for an epic battle – then spend 20 anti-climatic seconds jumping on his head. Tchah.

THREE LITTLE NINJAS: Just one of the hugely unfair beatings that you regularly deal out to the Mikado's flunkies.

"YOU'LL BE LUCKY TO SEE A FIGHT INVOLVING MORE THAN SEVEN PEOPLE – WHICH MEANS THAT THE THREE HEROES FREQUENTLY OUTNUMBER THE OPPOSITION"

POCKET FULL OF POSES: One inane sub-game involves matching the guards' camp salutes.

DALTON'S CHOICE

1. **DYNASTY WARRIORS 2**
Boxes to break, horses to ride and *hundreds* of people to hit. Fantastic.
2. **ONI**
Acrobatic combat and gunplay, let down slightly by being greyer than a concrete elephant.
3. **THE BOUNCER**
A flawed concept, and a stern reminder of where developers' priorities should lie.

PSM2 VERDICT

GAMEPLAY
+ The two-player mode's fun. For a while.
- Counter-intuitive controls, appalling lack of interactivity

GRAPHICS
+ Well, the cut-scenes are lovely...
- But the in-game graphics aren't.

SOUND
+ Pleasingly guitar-heavy music.
- 'Dominiiiiiiique!' Oh, the *humanity*.

LIFESPAN
+ Secret characters provide an incentive to go back.
- Which is just as well, since the game doesn't.

OVERALL
A passable evening's rented entertainment, or a last resort for a dull weekend. Please don't blow 40 quid on this.

66

PRETTY VACANT

ROAMING IN THE GLOAMING
There's a lot of fog found in the outdoor levels, but of course it's only for effect.
00'37"34
LAP 2/3
Lap 1: 00'26"27
4TH

OUT UK NOW

STAR WARS: SUPER BOMBAD RACING

Will this featherweight Star Wars racer turn out to be a delicious Midget Gem, or will it all just end in Tiny Tears?

REVIEWER: Richard Owen

When you're young you accept things with a saucer-eyed innocence, the world is a new, exciting and wondrous place ready to be explored. Chances are that any children watching Star Wars: Episode One thought it was a fantastic film, but unfortunately we know better. Some ignorant brats may even manage to wring some sort of fun out from *Bombad Racing*, but again we adults remain snortingly superior. Bloody kids, they haven't got a clue.

Bombad's clearly hoping to roll in on the back of *Star Wars: Star Fighter's* tidal wave of success. Featuring stunted, 'super deformed' versions of Episode One characters in a wild and ker-ayzee kart racer, Lucas Learning will be hoping that we'll all be so enthralled by lovely little baby Yoda and his teeny, tiny friends that we won't notice that this game is actually very shoddy.

OK, fair enough – Yoda et al are all exceptionally 'cute' and yes, for gamers who double as Beenie Baby collectors, this may well be enough to satisfy their lusts. Sadly for the rest of us, playing this mistake-ridden title for long will only result in a severe bout of motion sickness

DIDDY DARTH MAULIKINS: Even Star Wars: Episode One's evilest no-good bad guy gets a *Bomdad* cute-over.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Lucas Learning
- **PUBLISHER** Activision
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, MultiTap Memory Card

PlayStation.2

DETAILS

- Race as one of eight Star Wars midgets.
- Razz around nine Star Wars-based tracks.
- Includes 25 power-ups for your racer.
- Five different game modes: Race, Team, Challenge, Arena, Mirror

STAR WARS: SUPER BOMBAD RACING

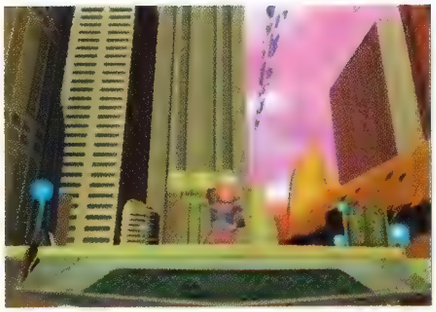
"THE LEVEL DESIGNERS SEEM TO HAVE PUT IT TOGETHER THE DAY AFTER THE WORK'S CHRISTMAS PARTY"

HEAD HUNTERS: Take your pick from these Mekon-esque racers. We know there's a mini Bobba Fett lurking in here too...

SWIZZLE STICK: This dangerous sling-shot style weapon will all too often trap you in rooms you're not supposed to enter.

TECHNICAL DIFFICULTIES: It's either a dodgy AV cable, or you've been hit by some kind of weapon.

"EACH RACER IS PRETTY SIMILAR IN TERMS OF HANDLING. YOU CAN PICK YOUR STAR WARS CUTEY PURELY ON THEIR SWEETNESS FACTOR ALONE"



MR BOMBASTIC: Any game combining Shaggy with the Star Wars universe has got to be a very bad idea.

accompanied by a dark blue haze of expletives, followed swiftly by a march back to see the gaming vendor who had the cheek to sell us this half-arsed excuse for a game in the first place.

Everything seems to be going swimmingly enough as you zip smoothly around the first two tracks – Naboo Swamp and the Dune Sea. Both serve as a gentle, straightforward and fairly lifeless introduction to the game. Things change, however, when you reach the metropolis of Theed City. Not only has Naboo's capital been overrun by Federation forces, but, to make things worse, the level designers seem to have put it together the day after the work's Christmas party. This frustrating course is shot so full of holes that it's possible to drive through solid objects; end up trapped in rooms that you shouldn't be in or get permanently impaled on pieces of scenery. From this point in, this 'morning after' approach to development seems to permeate through the rest of the game. The developers appear to have tried to ape *SSX's* fantastically convoluted curves and breakneck course design, but've given up halfway through and just decided to give everyone who plays it as sore a head as theirs.

INSIGHT

If you're wondering what Bombad means, it's a Gungan term – that annoying race that Jar Jar Binks belongs to – meaning awesome, or bad... as in meaning good.

WOBBLE ASSAULT

The game boasts over 25 fangled gadgets with which to lambast the opposition or give your *Bombad* contraption a boost. As you might expect, being a kart racer, these are strewn around each course and fall into three main categories: speed boosts or front and rear attacks. Each character can also use their own unique ability once they've nabbed the appropriate power-up. Obi-Wan Kenobi can levitate opponents, Queen Amidala is equipped with a reflective blast and Darth Maul has his trademark twin Lightsaber.

Aside from these attributes, each racer is pretty similar in terms of handling and speed. Basically, you can pick your Star Wars cutey purely on their sweetness factor alone. *Ahhh...*

The biggest crime of all, though, is after only a couple of hours play, we managed to unlock all nine of *Bombad's* racing courses. Strangely not by completing leagues, cups or competitions, but by doing exceptionally badly in the team games. No matter what position we were placed at the end of a race, a new course was unlocked for us every time. There's some very odd game progression going on here, as well as the kind of music that sounds like all your Star Wars favourites on Dolly Mixtures filtered through the most annoying cartoon ever played through chocolate speakers stuffed with candyfloss.

Kart racers have barely progressed since a 16-bit *Mario* first shoehorned his ample girth into his own micro machine. Yoda, Darth and the rest of the bombad racers are in a galaxy far, far away from that one. Unfortunately you'll have to take a huge leap backwards to get there. **PSM2**

Get 'bombad' with, er Bombad now.

IMPACT POINT

The convoluted spaghetti junction-style mazes found here would baffle even a GPS equipped Sherper Tensing. Finding your way around some of these tracks is difficult enough, never mind having to win the race to unlock the extra characters and courses.

LOST IN SPACE: Even with a map, the Arena battle games can be a very solitary affair.

TUNNEL VISION: Given the reduced viewpoint, multi-player games can become very confusing indeed.

MINI ME'S CHOICE

1. **WACKY RACES** Perfectly solid carter, with some Dastardly glitches.
2. **RC REVENGE PRO** This disappointing remote control racer has few friends around here, but the one it has got thinks it's OK.
3. **STAR WARS: SUPER BOMBAD RACING** Barely makes it on to the grid. Another Star Wars licence dilutes The Force.

PSM2 VERDICT

GAMEPLAY
+ A fun, lightweight racer that's very easy to pick up and play
- Stomach-churning level design, verging on the unplayable.

GRAPHICS
+ Some nice character animation and cutesy visuals.
- Dodgy frame-rate on multi-player and glitch-ridden at times..

SOUND
+ It's John Williams! Er, rolling around in icing sugar...
- Annoying, vexatious, maddening, displeasing and exasperating.

LIFESPAN
+ Four-player action will see Star Wars fans coming back for more.
- Anyone with a life might find de-fleaing the cat preferable.

OVERALL
Beenie Babies may be fun for some, there's little doubt that merely being sweet in the world of videogaming gets you nowhere.

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BOMBER

The Bouncer®
Sion, a man haunted by a tragic past
Within him lies strength and kindness, but also great sorrow
All this will change when he meets a girl named Dominique
These are the residents of DOG STREET
DOG STREET
VOLT
SION

PlayStation.2
THE THIRD PLACE

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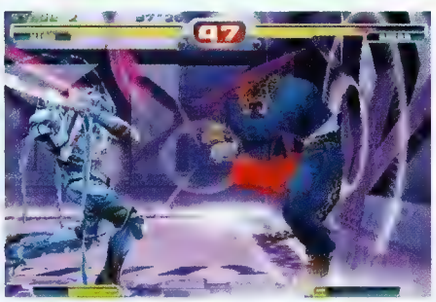
DAYLY CRY
Mikado's New Policy
003000
SQUARESOFT

MARK OF THE BEAST: There's a tenuous plot about Xion trying to wipe out the 'Chosen'. Who cares?

OUT UK now



GET BENT: Unlike *Dead or Alive 2*, the scenery actually deforms before it breaks - a novelty that doesn't wear off.

BOSS NASTY: Xion's even got a recently-dead sister. But he's nothing like Dauragon C Mikado. No.

BLOODY ROAR 3

The third instalment in HudsonSoft's rip-roaring series comes to PS2 – but has it lost its bite? Gummy bears, anyone?

REVIEWER: Joel Snape

Lycanthropy's not the social stigma it used to be. Before the mid-'80s, werewolves didn't do much more than worry sheep and get shot by Peter Cushing. Then came Michael J Fox, and suddenly the lupine lifestyle was all about winning basketball tournaments, van-surfing and flirting with cheerleaders. The point is, that turning into animals is *cool* – and it's a shame more games don't recognise that fact.

Big up, then, HudsonSoft's *Bloody Roar* series. In a genre that's already flooded with quality games, you've got to do something a little bit special to stand out – and the ability to turn into a slavering beast's a good start. Thankfully, it's more than just a flashy gimmick.

"IN A GENRE THAT'S ALREADY FLOODED WITH QUALITY GAMES, YOU'VE GOT TO DO SOMETHING A LITTLE BIT SPECIAL TO STAND OUT"

For those unfamiliar with the system, here's how it works. Hit your opponent enough, and your Beast Gauge starts to flash, letting you morph into an animal with a quick prod of ◎. After that, your offensive power's hugely increased – at least until you get knocked to the canvas, when

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** HudsonSoft
- **PUBLISHER** Virgin Interactive
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Dual Shock 2, Memory Card

DETAILS

- 12 Characters – not including the two secret ones.
- Arcade, Versus, Survival and Practice modes.
- 'Appreciation' mode – for watching fights – and Theatre mode – for the fairly naff cut-scenes.
- Sorry, filth-mongers – the lady-posing debug option from the Japanese version's been taken out.

FATALLY FLOORED: In the urban backdrop, the ground gives way at the slightest explosion. Tch.

HOWLING WHILE YOU MOON: The debug option's gone, but the scantily-clad ladies haven't.

it's back to the relative wimpishness of your human form.

This all makes for a surprisingly tactical game – do you go for the early transformation and try to finish things quickly, or save it to use as a last resort? The new Super Beast Drive adds a further edge, giving you either 10 seconds of near invincibility or a single devastating attack. After doing either, you'll revert to your Homo sapien alter-ego, making them a pleasingly explosive all-or-nothing move. As Jean-Claude Van Damme-haters will attest, though, you need more than two flashy moves to be a decent fighter – so it's a good job that there's a solid core under all the pyrotechnics.

INSIGHT

Fancy unleashing the beast within you? *www.lycanthrope.org* advises that you stare into a mirror without blinking for several minutes, then focus on the animal you want to become. We're all going to be Capuchin monkeys.

The combo system's cleverly intuitive, mixing *Street Fighter*-style pad twirls with the chained button-pressing of *DOA2*. Mashing the buttons like a caffeine-addled lab chimp will get you through the early bouts, but later on you'll have to play a more skilful game. Juggling, aerial blocking and throw countering all work well to ensure a balanced match. Crucially, an experienced player will always trounce a beginner – exactly the way it should be.

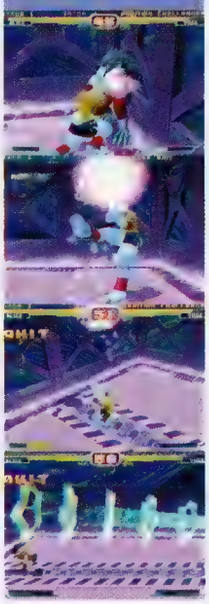
BEAST IN SHOW

The fighters are nicely balanced – and while beat-em-up law dictates that for every Kazuya there's a Gun Jack, none are completely useless. Dauragon C Mikado fans'll be pleased to hear that new bad guy Xion's virtually a carbon copy of *The Bouncer's* head evil doer, right down to the leather jacket and permanent sneer. The beasts are the real stars, though – hulking great lumps of furry muscle that look genuinely menacing next to the punier humans.

Visually, *BR3's* one of the more impressive scrappers on the PS2 – as long as you don't look too hard. When things get up close, the jagged edges start to show and the details aren't too impressive – but with the carnage in full swing, you'd be hard-pressed to notice. Smash an opponent against the edge of the ring, and it dents – do an explosive special move on certain stages, and you can break the walls or floor. It doesn't add anything strategic to the gameplay – as in *DOA2* – but it's a smart touch.

IMPACT POINT

We could have picked any Super Beast Drive – but here's the one where bunny-girl turns her opponent into a pink ball and hoofs them around the arena. Awww.



ANIMAL MAGIC: Grizzled combat vets and feisty girls – the characters aren't startlingly original.

DINO CRISIS: The T-Rex moves, and there's a Triceratops and Allosaurus, too – shame they don't get involved.

BLOODY GORE: If you're the sensitive sort, you can switch the spurting blood and guts off.

Who's actually going to buy *BR3*? Beat-em-up fans already have plenty to keep them happy on PS2, and it's tricky to spot a niche that this new addition fills. It isn't as pretty as *DOA2*, as rewarding as *SFEX3* or as addictive as *Tekken Tag*. You'd expect this to leave it without any real appeal, but, somehow, it still puts up a fight.

As a solo game, it's solid – the combat system's satisfying to master, and plenty of gleefully OTT moves keep the enjoyment up. As a two-player slapfest, though, it's more entertaining than a kung-fu film set in a firework factory. The basic fighting system's simple to pick up – you don't need to worry about counter-reversals and move-buffering to compete, making it ideal post-pub fodder. It's not a game for bitter competition, because it's too much *fun*.

And, after all, it lets you turn into a giant rabbit and savage a bloke in a Hawaiian shirt. Sometimes, that's all you want. **PSM2**

Bloody Roar 3 is due to hit shops soon

TOOTH AND CLAW: After you've changed, you get a new, more animalistic set of moves to play with.

BOOM OR BUST: If your Super Beast Combo misses, you're unlikely to recover. Game over, most likely.

MANIMAL'S CHOICE

1. **TEKKEN TAG TOURNAMENT**
   The best fighter on PS2 – *and* it's got three bears, a kangaroo and a lizard in it.
2. **STREET FIGHTER EX3**
   The purist's choice – solid gameplay despite iffy graphics. And a Brazilian tree-monster thing.
3. **BLOODY ROAR 3**
   More wild animals than you can wave a chair and a whip at.

PSM2 VERDICT

GAMEPLAY
+ The fighting takes commitment to master. Always a bonus.
- The Super Beast Drive's almost *too* easy.

GRAPHICS
+ Stays nippy even when the action goes nuts.
- The rough edges occasionally poke through.

SOUND
+ Throaty snarls, sickening thuds. Lovely.
- Generic beat-em-up music – lots of guitars.

LIFESPAN
+ Challenging combat system...
- Although it doesn't come close to *Tekken's*.

OVERALL
The beat-em-up equivalent of Mission Impossible 2 – not much depth, but lots of explosions, acrobatics and fun.

79

GRRRREAT

THE OLDER, THE BETTER
You'll recognise all the characters and cars from the cartoon. If you're old.

OUT UK JUNE 29

WACKY RACES
FEATURING DASTARDLY AND MUTTLEY

Inspired take on classic TV show, or unwelcome Dreamcast conversion with extra tracks? Cartoons, start your engines... please.

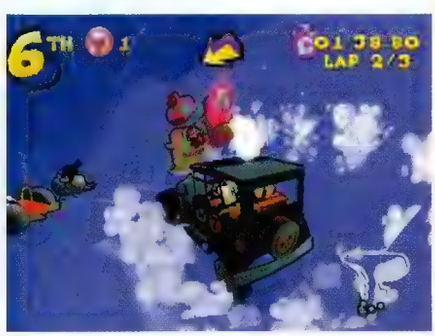
REVIEWER: Tim Weaver

Anyone looking for a reminder of school days spent in front of the box will probably find *Wacky Races* quite enjoyable. With its clever, cel-shaded visuals and enjoyably manic soundtrack and effects, it recaptures the look and 'feel' of the cartoon almost perfectly, except this time you actually get to be part of the most daredevil group of daffy drivers to ever whirl their wheels, rather than just watching them while you're having your tea.

Sadly, the truth is, *Wacky Races* – the game – offers much as a rose-tinted recollection of the merits of the TV show, and little as an alternative to the likes of, say, *Mario Kart*, or even *Super Bombad Racing*. Throwing speed and animation around is one thing, grasping the much harder concept of tactical racing and well-placed power-ups is something else. *Wacky Races* does the first thing pretty well and the second pretty poorly.

THE HARD CEL

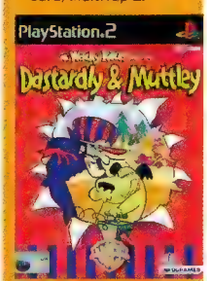
Technically, as with many of Infogrames' in-house games, *Wacky Races* is beautiful – a work of art in terms of looks and sounds. The tracks are huge and sprawling, with backgrounds as far as the eye can see. The music and effects are straight from the show too, keeping the game even closer to



"COURSES SHOOT OFF IN ALL SORTS OF DIRECTIONS, MEANING A HELL OF A LOT OF TIME YOU'RE CRASHING INTO UNSEEN BARRIERS"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sheffield House
- **PUBLISHER** Infogrames
- **GAME TYPE** Cartoon Racer
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card, MultiTap 2.



DETAILS

- 20 tracks, including takes on some of the TV show's best known episodes, such as The Ski Resort Road Race.
- All ten cars and drivers, including Penelope Pitstop's Pink Compact.
- Secret tracks uncovered as you complete courses and The Mean Machine – only at the finish.

IMPACT POINT

After making your way brilliantly through the pack, you either hit a tiny piece of scenery, or just totally lose your way.

COVER STAR: One of Penelope Pitstop's handiest power-ups is this umbrella thing which opens up, giving you invincibility.

the cartoon's original blueprint, but it's the speed of the game that's most impressive. OK, so it's not exactly chucking huge polygons around, but it's bloody fast all the same. Though, it should be noted that the borders are *huge* – a nasty, slightly underhanded way of upping the speed.

Strangely, though, this is both good and bad. Good because there's nothing worse than a racing game that doesn't have you passing scenery with a blur, bad because you've often got zero time to react to bends, especially the bends in *Wacky Races* which are suddenly just *there*. And that's just one of the problems with the game: courses shoot off in all sorts of directions, meaning a hell of a lot of the time you're crashing into unseen barriers, being knocked out of the way by CPU racers that, predictably, know the courses like the back of their hand, or, worst of all, getting completely and utterly lost, to the point where you've literally no idea where to go next.

You could argue this aids replay value, but then that's not really the point. A racing game shouldn't have you trying to figure out where you're supposed to be going – especially one where you're having to contend with other characters and their weapons.

PIPE DREAMS: The CPU characters are evil, shunting and shoving you until you end up putting your fist through the TV.

BANANA SKINS

And that's another problem. Each character and car is assigned three weapons which you 'activate' by picking up little pink gems. This is fine... for a while. At first, watching the Ant Hill Mob get an injection of pace from dropping their feet and running is a nice touch. Later on, though, the lack of variety in power-ups means things become tedious and predictable, especially as each character has the same weapon, all be it dressed up in a style more suited to the individual driver. You also, without noticing, get into a routine of using a certain power-up in a certain place, which creates the impression of playing the same track over and over again, even though there's an impressive amount of courses on offer.

TURBO BOOST: Peter Perfect's Turbo Terrific now has a front end that moves from side to side. Was that in the TV series?

TOP SECRET

After you complete certain tracks – remember, you have to come first on every single course to unlock the next one – the game gives you a sneak peek and a play of Dick Dastardly and Muttley's Mean Machine, the ultimate vehicle, which doesn't become available until the end.

ROOF RACE: There's 20 tracks in all, the last of which is set atop a factory. Oh, and then there's DD and Muttley to nab.

There're also a range of lesser, but equally niggly problems, not least of which are these two:

The Bouldermobile's impossible to control – if you hit a wall, you can't turn left and right; and The Creepy Coupe and Buzzwagon are so huge you can't see where you're going.

So, it looks the part, sounds the part, but doesn't feel the part. That's not to say *Wacky Races* is a bad game. It's just hugely uninspired, despite appearances to the contrary. **PSM2**

INSIGHT

Wacky Races gave life to three cartoon spin-offs: The Perils of Penelope Pitstop, Dastardly and Muttley and, er... Yogi's Space Race. Yoùd forgotten about that last one, hadn't you?

CARTOON RACER'S CHOICE

1 **RUMBLE RACING**
Frenetically paced, mad-cap racing with some inventive power-ups.

2 **WACKY RACES**
All style and some substance but, sadly, not enough.

3 **STAR WARS: SUPER BOMBAD RACING**
Not altogether convincing Star Wars licence. With added Boba Fett.

PSM2 VERDICT

GAMEPLAY
+ Sound handling and very, very quick
- Basic, frustrating and eventually boring

GRAPHICS
+ Beautiful throughout.
- Rainbow-coloured levels sometimes obscure corners.

SOUND
+ Fab music, great commentary, spot-on effects.
- 'You lost' music. Prepare to hear it. A lot.

LIFESPAN
+ A stack of levels and a solid multi-player game.
- Once you've played one track, you've played 'em all.

OVERALL
Wacky Races is a perfectly solid, but thoroughly uninspired racer let down further by some really annoying little flaws.

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WACKED OUT

MORPH FOOL YOU...
Mix the power of Sarge, the guts of Hardcore and you get, well... arse.

BIORAMA DRAMA: Your Bio Surge attack acts like a smart bomb destroying all around you. Believe us, this is the highlight.

OUT UK now

ARMY MEN: GREEN ROGUE

A genetically enhanced soldier. A war-torn jungle. The worst shoot-em-up on PS2. These Army boots were made for walking... REVIEWER: Daniel Dawkins

There's nothing clever about mocking the *Army Men* series. OK? *Nothing*. The franchise might appeal to Twinkie-loving yanks, cynically exploit childhood nostalgia and represent all that's base and despicable about videogaming, but that's no reason to dismiss marching forwards against his will. If the Green Rogue tried to order a Happy Meal, he'd find himself 30 metres away from the counter shouting, "I have the power." Far from advancing humanity, genetics has spawned a scrolling shoot-em-up that makes *Surfing H30* look a like a milestone in gameplay.

Don't be fooled by the 16 mock 3D levels, your character is forced relentlessly forwards, only stopping when wedged behind a rock – where, despicably, you'll lose energy for being trapped. The kneel and high shot functions let you fire bullets at different trajectories, but why bother? Since you can't stop moving, you'll be there in a minute anyway.

The range of weaponry is pathetic, offering only cosmetic differences to the gameplay. Since bullets look almost identical to the rain, the power ups only add to the confusion. It's like a joyless, slower version of *Silpheed*, with none of the visual panache. Buy yourself a copy of Apocalypse Now and a plastic machine gun. It mightn't be interactive, but at least it never pretended to be. Avoid. PSM2

Army Men: Green Rogue is out [illegible]

"FAR FROM ADVANCING HUMANITY, GENETICS HAS SPAWNED A SCROLLING SHOOT-EM-UP THAT MAKES SURFING H30 LOOK LIKE A MILESTONE IN GAMEPLAY"

***Army Men: Green Rogue* as diabolical per se. No reason at all, because 3DO's latest is atrocious in its own right. As a stand-alone product, this is one of the most turgid, joyless experiences available on PS2. We'd rather dance blindfolded through a room of crushed glass to Shaggy's *Mr Bombastic*. On our hands.**

If there's ever been an argument against genetic experimentation, it's *Army Men: Green Rogue*. Take our DNA-spliced hero – so misfigured he can only carry one weapon at a time; so confused he can only mumble clichéd platitudes unfit for Jean-Claude Van Damme; and so woefully in control of his legs that he spends his entire life

INSIGHT

It took scientists 277 attempts to produce the World's first clone, Dolly the sheep. Latest estimates suggest that human cloning will be possible within the next six years. Eek.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** 3DO
- **PUBLISHER** 3DO
- **GAME TYPE** Shoot-em-up
- **PRICE** £34.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- 24 weapons with upgradeable options
- Multi-level BioStrikes
- Two-player co-operative mode
- 16 levels

RAMBO'S CHOICE

1. **SILPHEED** A repetitive scrolling shooter with neat execution and sparkling visuals.
2. **ARMY MEN: SARGE'S HEROES 2** Interesting weaponry can't save this third-person blast-em-up from mediocrity.
3. **ARMY MEN: GREEN ROGUE** The lowest point of the Army Men series. Just think about how low that is...

PSM2 VERDICT

GAMEPLAY
+ Relentless action.
- Irritating movement and endless repetition.

GRAPHICS
+ Solid environments and neat explosions.
- Slow, drab and uninspired.

SOUND
+ Tidy swooshes and explosions.
- Bontempi-powered military themes.

LIFESPAN
+ Reasonably tough action, limited continues.
- No incentive to replay levels.

OVERALL
A shambling shoot-em-up mired in repetitive gameplay and flawed dynamics. The *Army Men* strike another victory over innovation.

18
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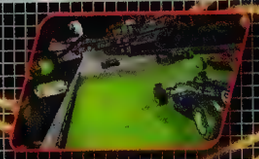

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FEET OF FLAME
This mechanised demon is one of the more straightforward adversaries.

OUT UK NOW

7 BLADES

Why struggle through the nightmare of a retro sci-fi feudal Japan with one tiny blade? Time to get fizzy with seven up.

REVIEWER: Marcus Hawkins

Wooden flying-saucers, demonic golden robots, paper warriors and a mechanical dragon. What the hell kind of game is this? *7 Blades* promises all this and more, as The Wizard of Oz meets Jackie Chan in a feudal Japanese slice-em-up.

As soon as the game begins, you're slapped round the chops with its beefy cinematic narrative. The opening scene reeks of classics like The Good, the Bad and the Ugly and the Seven Samurai, as well as more contemporary references like Ang Lee's Crouching Tiger, Hidden Dragon. This big screen flavour is no coincidence, as Japanese director Kaizo Hayashi was drafted into the development team to act as assistant producer and consultant. Hayashi-san's influence doesn't end there, though, as *7 Blades*' plot is loosely based on his slapstick martial arts movie The Legend of Zipang. The game's also been heavily influenced by the Wuxai film movement of the '60s

ICE AND A SLICE

Players can take their pick from the seven blade-wielding hero Jiko Gokurakum, or his female gun-toting cohort Pistol Oyuri. Unsurprisingly, Jiko acquires a total of seven different katanas as you progress through the game. Each blade has its own strengths and weaknesses, but it's up to you to select the correct one in order to effectively

BARKING AT SHADOWS: This negative effect is extremely confusing, but impressive, nonetheless.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Play as one of two lead characters.
- Seven katanas to play with, each with their own special attacks, including the frightening sounding Horse Slasher.
- Eight projectile weapons.
- Seven levels with sub-missions.

PAPER, SCISSORS, STONED: These weird paper warriors can leave a very nasty nick if you let them gang up on you.

cut a swath through whatever predicaments the game hurls at you. Playing with Oyuri, however, is totally different. Whereas Jiko is in his element throwing himself head first into every scrap, the more agile, but delicate, Oyuri is most effective keeping her distance – taking enemies out with her long-range projectile-spewing weaponry.

Whichever character you choose, the other one will follow through most stages of the game – lending a hand with some much needed backup. There's also a third, unplayable but nonetheless invaluable, member of your group – Togizo. This faithful servant not only carries weaponry for his masters, but also doles out much needed nutritional supplies. Food and drink caches are dropped by enemies once despatched. Some – fried tofu, rice balls and fish soup – provide sustenance for your characters. Others like coffee and wine provide temporary power-ups and some – cake, shitake mushrooms and oranges – have random effects varying from paralysis to increased vitality.

POSTER PAINS. Take your pick from feudal Japan's very own answer to Bonnie and Clyde. Guns or knives... hmmmm.

7 Blades is a barrel of furious action with a few adventure elements chucked in to this slice-and-dice mix. Occasionally you're required to navigate your way through some maze-like areas and solve certain puzzles, usually appearing in the form of tackling new enemies. It works well enough, but sometimes you're left wondering what the hell you're supposed to be doing.

When you're attacked by the paper warriors, for example, an on-screen prompt tells you to 'burn them up'. In response you rush around trying to push them into a few surrounding fires. Annoyingly, though, this doesn't seem to work. But after waving your sword around for a while, somehow, you manage to do it. The only problem is that you're left with no idea how.

KNIFE AND EASY DOES IT...

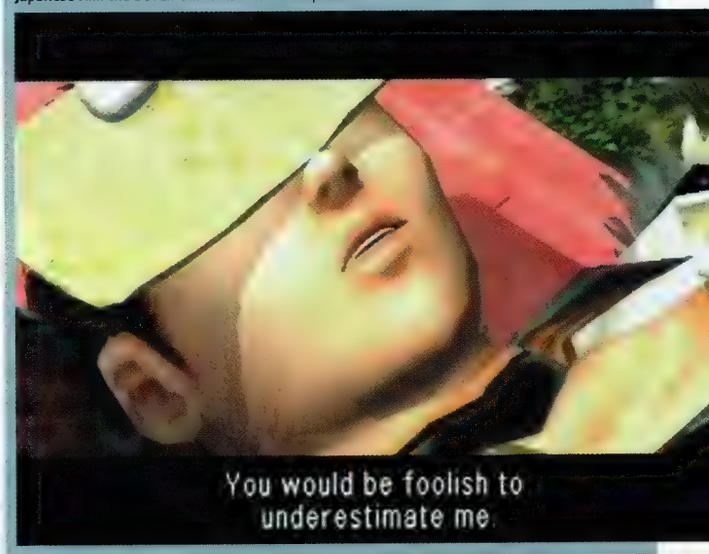
One of the game's strongest aspects are the seven blades themselves. Each one of this souped-up set of steak knives sports three different methods of attack. The first is a basic slashing move, the second a simple jumping attack, the third attack, however, is a far more impressive special move, depending on which pig sticker you have to hand. You can also build up power attacks by filling the rage meter at the bottom of the screen – anyone getting on the wrong end of one of these moves is likely to enter a world of pain, not to mention being blinded by some spectacular lighting effects. Unfortunately due to the cumbersome control method used to pull them off, most of the time you end up letting fly at inappropriate times or totally missing your intended target.

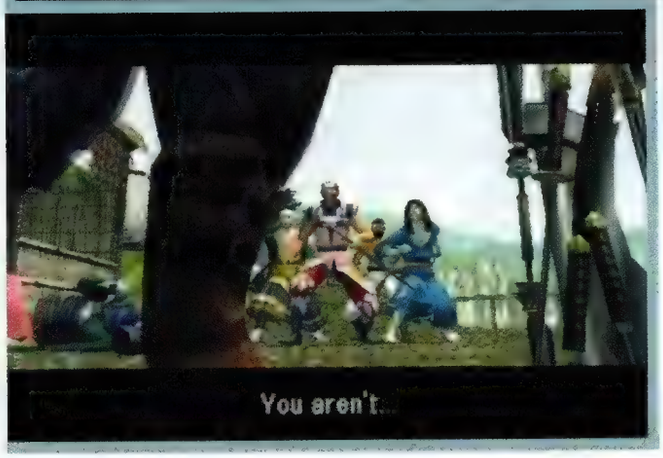
Other concerns arise with the game's camera. While for the most part it spins and swoops around the action well enough, in more enclosed levels it gets pinned behind walls and other obstacles. It's comparable to sitting behind the Hair Bear Bunch at the cinema, and it totally ruins your view of the action.

There's little doubt that *7 Blades* is a solid action adventure with the emphasis being most definitely on the action. Unfortunately, its bizarre storyline, spectacular weaponry and strong cinematic narrative are stabbed in the back by a few niggling and annoying faults that definitely dull this katana's steely edge. More thrust and a little less 'cut' could've made this a must-have. **PSM2**

SPAGHETTI HOOPLA

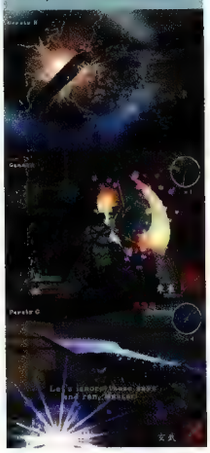
Swap the katanas for six-shooters and this opening scene could've come straight out of just about any Western you could think of. Conversely the Magnificent Seven was based on the Japanese film the Seven Samurai in the first place.





IMPACT POINT

The stars of the show here are definitely the seven blades themselves. You may not always know what you're doing with them, but their spectacular brand of death-dealing always looks the business.



INSIGHT

'Legendary' director and *7 Blades* consultant Kaizo Hayashi's last project was on the Power Rangers Time Force TV series. Hmmm...

A BEAUTIFUL BODY COUNT: While Pistol Oyuri's weaponry isn't as spectacular as Jiko's it's certainly just as effective.

REAPER'S CHOICE

1 **DYNASTY WARRIORS 2**
More chopping and dicing than a truck load of angry Spam.

2 **7 BLADES**
Cinematic gaming that's impressive in its desire to be different, but let down by some shoddy coding.

3 **GAUNTLET: DARK LEGACY**
Retro gaming that should've been left buried in the hack-and-slay past.

PSM2 VERDICT

GAMEPLAY
+ Great swordsmanship and multiple enemy slaying.
- Random gameplay elements creep in at times.

GRAPHICS
+ Barely a hint of slowdown even when things get very hectic.
- Suspect camera work can be frustrating at times.

SOUND
+ They haven't dubbed it into American! Er... sweet!
- Minimal music content means events can lack atmosphere

LIFESPAN
+ It's tough, it's tricky and there's a lot to get stuck into.
- You won't be playing this through more than twice.

OVERALL
An inventive, action-lead game that will delight fans of Hong Kong cinema and keep the rest of us amused, even if it's flawed at times.

72

KEEN EDGE

FLAME AND MISFORTUNE
Despite some OK pyrotechnics, *War Jetz* still manages to be massively dull.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** 3DO
- **PUBLISHER** 3DO
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS
- Eight 'territories', with three levels in each.
- Nine different aircraft, including secrets.
- Five marginally different modes, including Campaign, Ace, Flag Grab, Cash Frenzy and Bomb Fest. Excited?

OUT UK NOW

WDL WAR JETZ

Future-set mayhem in a world of terrible frame-rates and abysmal level design. Fancy a go? Anyone?

REVIEWER: Tim Weaver

While the first *WDL* game, *Thunder Tanks*, was hardly gaming at its most wonderful, it did at least have some merits, notably an enjoyable, if limited, multi-player mode. *War Jetz*, however, has little to offer in the one-player stakes – unless 32 endlessly derivative copycat missions are your bag – and, unfortunately, even less as a multi-player game.

In fact, *War Jetz* is so utterly, utterly tedious that you'll find it difficult to see out the training mission, let alone any of the levels that follow. Principally this is because, however far you get into the game, your mission objectives never really change: you take out targets, you capture flags, or you collect cash. But samey missions aren't necessarily a problem if you've built a good, entertaining game around them. Predictably, though, *War Jetz* isn't either a) good, or b) entertaining – it's rubbish.

THE LONG, BAD FLY DAY

Its most annoying flaw is that missions just go on and on and on... until you're so drained of any will to continue you're virtually comatose. The levels are stretched out to 10 or 12 minutes at certain points, presumably in an effort to add longevity, but when you've only one simple task to complete – such as collecting more cash than the CPU – this turns the game into an excruciating test of patience. Later on down the line there's more objectives to remember, but missions still basically come down to the same thing – or, rather, slightly reworded versions of the same thing.

PAINFUL WEAPONS

War Jetz is woeful, not only because it lacks ambition, is crippled by a jerky frame-rate and looks muddy, but because it's never any fun. Explosions reign down left, right and centre; missiles and bombs are directed towards their targets; you can loop-the-loop and roll the planes and *still* the game fails to deliver even a smidgen of excitement. *Thunder Tanks* worked because its weapons were inventive, and therefore its multi-player game too, but *War Jetz* has a wealth of weaponry as boring and pitifully unexciting as you could ever wish to see. Subsequently, the multi-player is a non-starter, the sort of wafer thin, mind-numbing dredge the Speccy would've brushed off.

Good things are difficult to find here, but if we were being really kind we might say it packs in plenty of levels and a wealth of modes – including an airborne take on Capture the Flag. But, it's hard to be kind to a game that plays and looks like it's been designed in a couple of weeks from a few notes left on the back of a beermat.

Unfortunately, war *is* hell after all. PSM2

Don't bother looking out for War Jetz, *in shops now. In fact, ignore it completely.*

INSIGHT

3DO President Trip Hawkins has announced that the company are developing *only* on PS2. From most software houses that'd be wonderful news. From the makers of *Army Men* and *War Jetz*, it's as welcome as accidentally sawing your arm off.

COP LAND: Light, nippy and packing firepower, the Gyrocopter is about the only really enjoyable vehicle in *War Jetz*.

DESTRUCTO'S CHOICE

1. **STAR WARS: STARFIGHTER** Barrel through a familiar galaxy reigning death from the skies.
2. **WDL THUNDER TANKS** Barrel through a technically second-rate, but fun, game reigning death from ground level.
3. **WDL WAR JETZ** Like watching re-runs of Last of the Summer Wine. Not much scope for barrelling, then.

PSM2 VERDICT

GAMEPLAY
+ Lots of things to shoot at.
- Utterly tedious, imagination-free gaming

GRAPHICS
+ The occasional nice level.
- Flat and shat. Suspect frame-rate too.

SOUND
+ Decent effects.
- Suicide-inducing commentary.

LIFESPAN
+ Plenty of levels...
- ... that you'll get nowhere near completing. Yawn.

OVERALL
Surface thrills can't hide *War Jetz*'s Halliwell-thin, totally inadequate gameplay. How can a game with this many explosions still be dull?

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PLANE AWFUL

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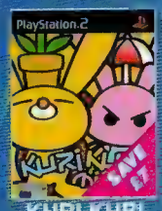

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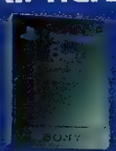
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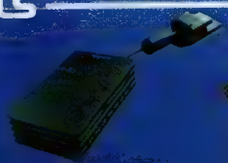
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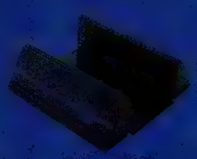
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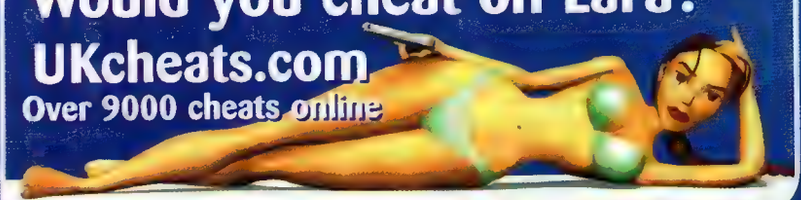
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ALL FOR ONE: The game constantly forces you to switch between characters to deal with environmental situations (like streams that need crossing) or enemies that don't take kindly to close combat.

OUT JAPAN NOW OUT UK AUGUST

DARK CLOUD

Toran's become Toan, the dungeons have been loaded with power-ups and there's magic in the air as Sony's next-gen RPG touches down. Time to do battle for care in the community.

REVIEWER: Jonathan Bryant

BUM DEAL: Your pal Couscous has an ample arse under which you can safely leave items. Probably best not to leave food there, though.

WRIST ROCKET: One of Xiao's weapons is called Steve, a catapult that gives a running commentary during combat.

Let's face it, RPGs are all about repetition. Look at *Final Fantasy's* random battles, or *Summoner's* wilderness encounters. It's that instantly recognisable formula of meet nasty, skewer nasty, steal gold pieces and buy yourself a bigger sword. So, when you first button your belt pouch and head out into the world of *Dark Cloud* you expect a certain level of service from a game like this. And, if you're an RPG fan, you won't be disappointed by the way this latest adventure from Sony hangs together.

Yes, there's an enormous amount of dungeoneering to struggle through and yes, the battle sequences do get on your wick after

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Level-5
- **PUBLISHER** SCEA
- **GAME TYPE** RPG
- **PRICE** $49.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Six playable characters, all with their own unique skills that allow you to overcome various dungeon-based obstacles.
- A diorama village construction system that adds elements of resource management to the usual RPG fare.
- Dungeon environments that have both a 'front' and 'back' area, providing two levels of gaming difficulty.
- A fishing mini-game that allows you to trade the weight of your prize catches for special items.

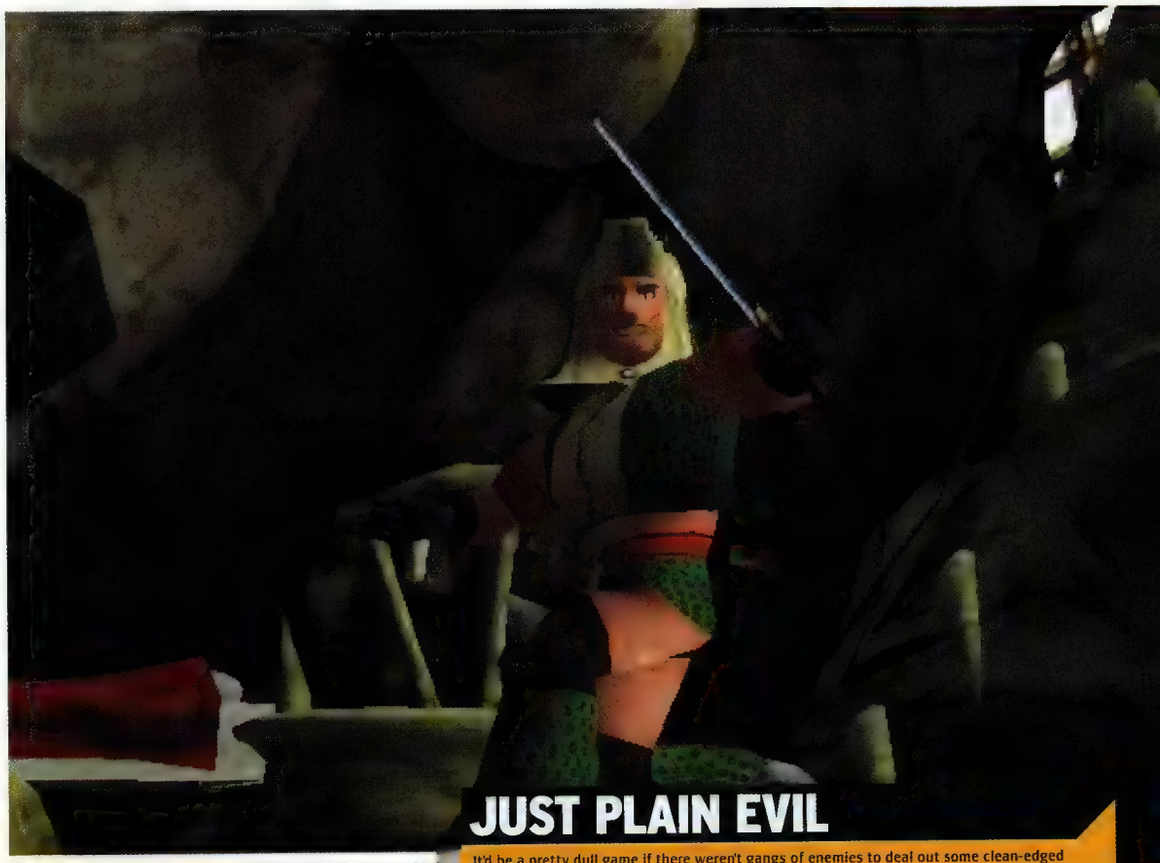
CONRAD TWITTY: This hootin' fool lives at the end of each level of the Wise Owl Forest. You have to bribe him to progress.

cleaving the umpteenth skeleton in two. But there's something deeper, something new lying behind this characteristic facade which will ensure *Dark Cloud'll* shift in droves when it hits the UK.

NEIGHBOURHOOD WATCH

The much talked about diorama feature is an obvious starting point, as the central character, Toan, attempts to rebuild his destroyed village one piece at a time. It's not just a case of slapping houses and people down randomly, though, as every resident has their own items, needs and desires that have to be catered for. Place motherly Laura next to the Mayor and she'll go barmy over the amount of noise the old duffer makes. Drop fatso Claude miles away from Alnet's bakery and he'll sulk for days. Imagine Neighbours pop-rivetted onto *Sim City* and you'll come pretty close to the mark.

One of the truly beautiful aspects of this system – once you've arranged the elements within the various destroyed villages – is the way you can instantly flip from a top-down, 'town planning' view to a third or first-person perspective. Do this and you can explore the world you've created, picking up a fistful of power-ups and handy items hidden around the locations as you go. It really is one of the best transitions we've ever encountered and the incentive of getting everything up and running again easily outweighs any initial tedium caused by repeated dungeon exploration. Not that the dungeons are an altogether dull experience. Far from it.

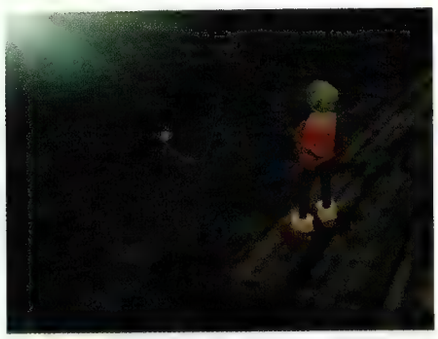


ANOTHER MAN'S POISSON: Gob likes his fish and will supply you with a fat tuna if you complete his house.

"IT'S NOT JUST A CASE OF SLAPPING HOUSES DOWN RANDOMLY - EVERY RESIDENT HAS THEIR OWN NEEDS THAT HAVE TO BE CATERED FOR"

INSIGHT

Based in Fukuoka city in the heart of Japan, Level-5 make their mark with *Dark Cloud* while the rumour mill hints that there's another two new titles on the way. Their sparkling, tidy offices – as opposed to the usual coding tips we see – obviously haven't affected their creativity.



TJ HOOKER: The fishing mini-game allows you to experiment with different bait in order to gain new goods and weapons.

DEEP DOWN AND DIRTY

Head below ground, into the woods, or a castle and you'll be presented with a world of combat subtlety as you learn to master the weapons you have at your disposal. Each one is fully customisable and will serve you best if you tailor it to the resident denizens. So, attaching a Stone Breaker rune to a sword effectively sees you right when facing statues, whereas a Wind jewel will do for any airborne assailants. It's comparable to the Materia system of *Final Fantasy 7*, but here, again, things take an unexpected twist. Not only do you get to run foes through in a traditional hacky-slash manner, you also get the odd bemani sequence thrown into the turmoil. They may not be of the same level of difficulty as those in *Dance Summit* or *Dance Dance Revolution*, but they definitely make for something refreshingly different when it comes to swordplay.

Another element of the combat system worthy of note is the way you're forced to care for the weapons you carry rather than just seeing them as hunks of metal that will suffice until something bigger and better comes along. Fail to repair your sword and keep its stats in order and

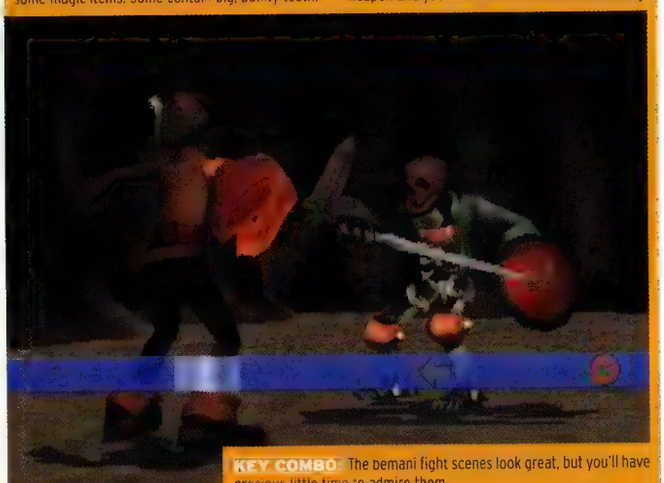
PISCINE IN THE WIND: The gigantic frozen tuna can be used as a devastating hand-held weapon by chunk-master Goro.

JUST PLAIN EVIL

It'd be a pretty dull game if there weren't gangs of enemies to deal out some clean-edged justice to. And where would you be without all those lovely experience points your weapon earns every time you unsheathe it?

HEAVY CHESTED: Some contain treasure, some magic items. Some contain big, pointy teeth.

BARK AT THE MOON: Tinker with your weapon and you'll soon have Werewolves howling.



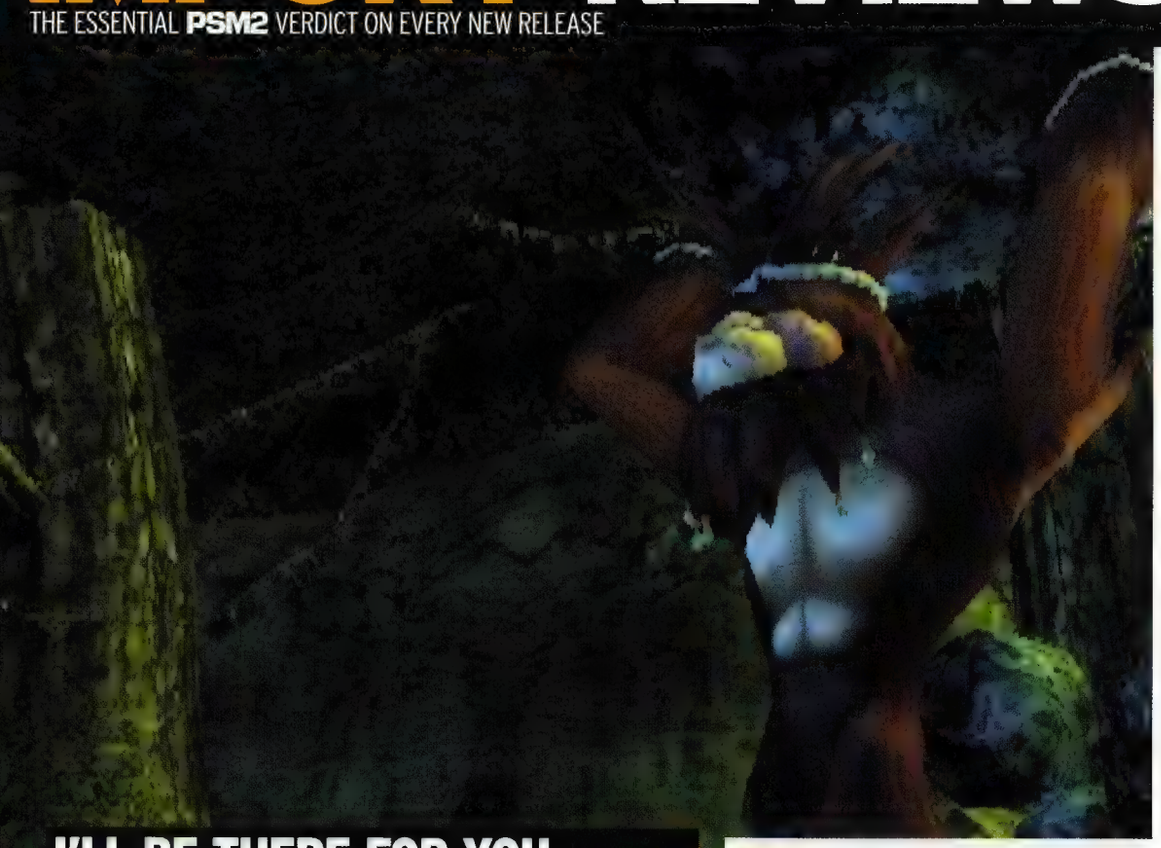
KEY COMBO: The bemani fight scenes look great, but you'll have precious little time to admire them.

HIT AND RUN: Pixies... one quick punch and then they're off, legging it before you can retaliate.

STINGING MINGERS: Hornets can attack with both their stings and their pincers.

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



MO MOLAN: Cuter than a cartoon kitten, Momo helps you in your quest, despite her mental dad.

GO APE: The final boss of the Matatakai village level is the forest keeper, Masterutan.

I'LL BE THERE FOR YOU

Friends. In a world populated by the living dead, dragons and 12-foot high monkeys with attitude, you need to know who you can rely upon in a sticky situation. Here're a few of the cheery fellows who help Toan out along his way.

XIAO: A cat transformed by magic, she's a dab hand with the catapult and can leap over rivers too.

DIVINE BEAST DRAN: He'll give you a lift once his enchantment has been broken.

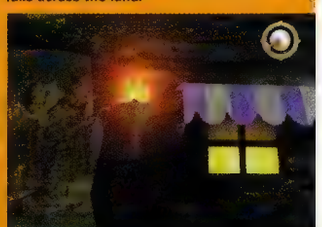
GORO: Failed son of a great warrior, Goro's good at heavy combat and opening locked doors.

THE FAIRY KING: An invaluable guiding force at the start of the game.

THERE IS A LIGHT...

One of the many beautiful visual details is the way in which the lights come on as dusk falls across the land.

WICKLESS: The Wise Owl's shop remains cool and dark during daylight hours.



STRIKE A LIGHT: At night the lamps light, the windows glow and smoke pours out of the chimney.

▶ it'll break, meaning that it's lost to you for good. Ensure it's powered up to the max and it'll reach the point of Status Break in which all its attributes become magically fused into one single attachment that can then be locked into the next sword in your collection. It might sound overly complex, but once you get the hang of it you'll find yourself lost for ages tinkering to make your weapon's edges as keen as possible.

WORK DETAIL

Sticking with the dungeoneering side of things, we've also discovered that 'hot spots' have now been included since we first looked at the Japanese code back in February. Step on one of these during your subterranean explorations and you'll either receive a helpful power-up (super-charging of your stamina for example) or you'll instantly become cursed – losing attributes or gold in the process. It's not a radical change, but it's another example of the kind of painstaking detail that has gone into bringing Toan's world to vivid life.

"JUST LISTEN TO THE STEREO EFFECTS AS YOU SPIN NEXT TO A WATERFALL OR WATCH THE TRANSITION FROM DAY TO NIGHT ROLL ACROSS THE HEAVENS"

BLOODY MARY: This tomato, despite looking delicious, has a vicious spinning attack that causes no-end of pain.

Just look at how your hero's clothes blow in the breeze, or how he squats to stretch his legs when he gets tired and you'll realise that a whole lot of work has gone into making this as complex and as varied as possible. And, if you're still not impressed by the faultless character details, just listen to the stereo effects as you spin next to a waterfall or take time out to watch the transition from day to night roll across the heavens. It's a title stuffed to its green turban with classic elements that continually make you happy you're playing it. But, and it pains us to say this, *Dark Cloud* is still no *Zelda* or *Final Fantasy 7*.

WEAKEST LINK

If you've played either of these two titles – and trust us, comparisons will be drawn – then you'll end up being mildly disappointed. The plot simply isn't as engaging and you'll not create the same level of connection to Toan as you would to, say, Cloud – a vital element if an RPG is going to be successful at immersing you in its world. In fact, the first time you actually encounter a central character with any real depth is with the arrival of Goro about halfway through the game.

There's also the half-arsed nods towards both these titles that smacks of a lack of originality. Look closely at the fishing mini-game or the timely arrival of an ocarina that attracts snakes for example, and you'll be forgiven for confusing Toan with *Zelda's* Link. Come to this title fresh, however, and you'll fall in love with it, defending it against all nay sayers who think *Summoner* is better because – like Empire Strikes Back – it's 'darker'.

There's an inventory full of innovation, combat nuance and visual beauty, but is there anything here that'll really test those that thought Emerald Weapon from *FF7* was a big girl's blouse? Well, aside from the odd bemani finger scramble, there's just enough super-hard bosses here to

DON'T LIKE MONDAYS: Toan takes revenge on his least favourite day of the week using a pod bomb.

HOME-SPUN HERO TOAN: The man of the moment rests in his house unaware that dark forces are about to turn his village into a collection of fortune cookies.

IMPACT POINT

Recreating the villages couldn't be easier. Visit a dungeon, grab the elements, arrange them in the various houses you've collected and drop the buildings into the environment. Now all you have to do is talk to the residents and find out what they really want...

keep your blood lust at boiling point. Take an early encounter with the Divine Beast Dran. To ensure you break the enchantment he's under you have to first shoot him out of the sky using the long range attacks of the cat-like Xiao. It's then a case of swapping characters and nipping over for some sword tickling from Toan.

All-in-all a hellish combination of menu management and character co-ordination that leaves you exhausted, but basking in the sweat of a well-earned victory. The only disappointment comes with the realisation that these fights are few and far between, clocking in at around one every 10 hours. In a game that's approximately 40 hours in length, that's not a great number of testing challenges to grapple with.

CLOUDED JUDGEMENT

It's things like this – the perpetual short-falling of the game's aspirations – that leaves you wondering why the coders opted for emulation rather than out-distancing all that's come before.

OK, so the regeneration of the villages provides more than enough motivation to get you through the repetitive slaughter, but there's nothing here beyond the complex visuals that'll catch you up and leave you lost. In the end there's no doubting that *Dark Cloud's* a decent enough role-player packed with good looks, neat touches and a fair share of inventiveness, it's just that, ultimately, we were looking forward to something that would boost RPGs up to the next level.

As a result, it looks like we'll have to wait until the advent of our cover game – *Final Fantasy 10* – before we get that killer combination of good looks, excellent gameplay *and* epic, heart-wrenching plot.

In the meantime *Dark Cloud*, with its numerous merits, is clever, talented and fat enough to adequately fill the gap. **PSM2**

[illegible] of sanity and ende[illegible] tha[illegible]

AQUA TONIC: Water is a precious commodity that keeps your characters healthy during dungeoneering.

EVIL RESIDENTS

Ultimately, it all boils down to that perpetual struggle between good and evil with the forces of darkness enchanting the bosses throughout the game while saving their own big guns for the final stretch.

ARCH VILLAIN: Colonel Flag. Dick Dastardly-esque and meaner than a wolverine with gingivitis.

MEAN GENIE: Old purple face is the reason Toan's village gets cocooned.

JACKSON'S CHOICE

1 **DARK CLOUD**
The best RPG on PS2 to date, that easily makes up for its unoriginality with some excellent touches to gameplay.

2 **SUMMONER**
Despite the glitchy graphics and an under-use of player interaction, *Summoner* still has plenty of RPG bite to it.

3 **ORPHEN**
On-the-rails action with odd moments of visual beauty, but generally poor.

PSM2 VERDICT

GAMEPLAY
+ The diorama system adds something special to the RPG mix
- Too many touches of *Zelda* for our liking.

GRAPHICS
+ The seamless transition to ground level is a beautiful thing.
- Momentary pop-up can jar the eyes at times.

SOUND
+ Cheery, cheery music that makes you glad to be alive.
- The grunts and groans of combat soon prickle the ears

LIFESPAN
+ You'll be tinkering with weapon management for days
- Forty-hours, tops, makes for a fairly shallow RPG.

OVERALL
Derivative in places, *Dark Cloud* still manages to mould the tired RPG genre into something refreshing, engaging and – above all – fun.

81

ENDEARING

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK NOW

MENTAL WORK: Jim Carrey rules the screen with both his over-bearing personae. Ouch.

ME, MYSELF AND IRENE

Trust the Farrelly brothers to make a zillion quid out of the kind of jokes that school children get detention for. Typical...

REVIEWER: Duncan Baizley

STARRING Jim Carrey, Renee Zellweger, Anthony Anderson, Mongo Brownlee, Jerod Mixon, Chris Cooper
DIRECTOR Bobby and Peter Farrelly
CERTIFICATE 15
PRICE £19.99

No, mental illness *isn't* funny. Dan Ackroyd proved it in The Couch Trip and Bill Murray barely got away with his reputation in What About Bob? But does Jack Lemmon's compulsive-obsessive in The Odd Couple count? It should – that average could do with an almighty kick up the arse. Still, that's never stopped the kings of gross-out making a mockery and money out of, well, anything at all.

The Farrelly brothers (Kingpin, Dumb and Dumber and There's Something About Mary) have made it their mission to assault the known frontiers of comedy taste with the verve of amphetamined adolescents. Me, Myself and Irene isn't a radical departure from their fart joke template, and, at the expense of challenging what *should* be laughed at, comes across as something of a disappointment.

Jim Carrey plays good natured Charlie Baileygates – a long-standing Rhode Island state trooper who, after being ditched by his perfect wife for a nunchaku-wielding midget genius, spends his time raising his three gifted Afro-American sons and sidestepping confrontation at every opportunity. Eventually, being trodden on and ridiculed by neighbours and townspeople takes its toll. After one humiliation too many Charlie flips and out comes Hank, a vulgar brawling and swaggering moron who represents everything that Charlie's been bottling up over the years. Enter Irene (Zellweger) – pursued by a criminal ex-lover and corrupt law enforcement officials – and you're left with an unorthodox love triangle stapled to a convoluted, and impenetrable, badly explained cross-country chase situation.

BANANAS SPLIT

Zellweger has to make do with an essentially unchallenging straight role, a solid surface for Carrey to bounce his ridiculous rubberisms off, because this is, without doubt, a Carrey vehicle. Mugging effortlessly between golden-hearted sucker Charlie and macho pain-in-the-arse Hank, he slips back into the same duel character show-boating madness that we last saw in The Mask. In fact, despite the slapstick being replaced with more crotch and urine-based material, this is very much in the same vein.

Gags come and go without the so-dumb-it's-sophisticated lewdness that made the hair gel scene in There's Something About Mary such a classic. In fact, you'd be hard-pressed to remember at least one moment that everyone will share a chuckling affinity with. Although the cow mercy killing scene does come close.

MULTIPLE CHOICE

The main problem is that in going for the 'hey, schizophrenia needn't be serious, kids' approach, the Farrelly's have self-consciously lost the juvenile innocence that made their previous films such a guilty pleasure. There *are* laughs here, but Me, Myself and Irene is one kick in the nuts too many. **PSM2**

INSIGHT

- Jim Carrey won Golden Globes for both The Truman Show and the Andy Kaufman biopic, Man On The Moon. Unfortunately, the Academy were none too impressed and he failed to get an Oscar™ nomination for either. He wasn't particularly happy.
- Richard Jenkins (Agent Boshane) appeared as an uncredited psychiatrist in There's Something About Mary.

PSYCHO'S CHOICE

1 **ALL OF ME**
Steve Martin gets (kind of) double screen time in a classic riot.
2 **THE MASK**
Jim Carrey gets double screen time in a comic book riot.
3 **ME, MYSELF AND IRENE**
Jim Carrey gets double screen time and nearly starts a riot.

PSM2 VERDICT

EXTRAS
Director's Commentary ⧉ Two Trailers ⧉ Three TV Spots ⧉ Featurette ⧉ Foo Fighters *Breakout* Music Video ⧉ 10 Deleted Scenes – including a painfully unfunny extension to the scene where 'Hank' takes matters into his own hands in revenge for his neighbours' dog dumping on his lawn ⧉ Still Gallery ⧉ Two Easter Eggs

OVERALL
Not as offensive as they'd like you to think. A muddled plot and a truly irritating 'Hank' shows the Farrellys to be fallible after all.

63
UNBALANCED

OUT UK now

PREDATOR 1 & 2

It's open season on Arnie and friends in a boxset of two classic manhunts. **REVIEWER:** Duncan Baizley

STARRING ..... Arnold Schwarzenegger, Carl Weathers, Jesse 'The Body' Ventura/Danny Glover, Bill Paxton
DIRECTOR ..... John McTiernan/Stephen Hopkins
CERTIFICATE 18
PRICE £29.99

Along with Alien, the Predator films spawned one of the most iconic drooling alien psychos in modern film history. It's no coincidence that the two have been pitted against each other in videogames and comics on so many occasions, with body counts to match, ever since.

The first Predator episode benefits from having Arnie – in 1987 a star in pre-Twins ascendancy – as pecs and grenade-laden Major 'Dutch' Schaefer. A steaming, claustrophobic jungle setting and a supporting cast of preposterously muscled expendables, along with McTiernan's tight, set-piece driven direction, helped it triumph as one of the dumbest, most brutally enjoyable action films of the time.

The plot – CIA special forces sent in to pulverise South American insurrectionists – is neither here nor there. What *is* vital is the hunt that follows. For all their sweat-sheened muscle and comic-book armoury, Arnie's boys are soon reduced in numbers by Stan Winston's brilliantly realised alien trophy hunter. The stalking, seemingly invincible, adversary makes Predator a heart-stopping study in paranoia and power shifting that never lets up the thrills. The highlights – Ventura's contribution to deforestation with one of the *biggest* guns ever seen in cinema, the alien's convincing stealth suit and Arnie resorting to the guerrilla tactics of the rebels he was originally sent to wipe out – make this a class above the bullet-heavy no-brainers that saturated cinemas throughout the '80s.

URBAN MISS

Unfortunately, the sequel decided to decamp to LA, get itself a choppy narrative involving drug gangs and swapped Arnie for an equally buffed Danny Glover. The result was a film that, while retaining the pyrotechnical exuberance of the original, lost its edge. But the biggest crime was director Stephen Hopkins ending the action with the kind of senseless, sentimental guff that even extra-terrestrial camouflage couldn't hide the shame of.

Predator's available separately for £17.99, but the boxset's a recommended blast. **PSM2** **90**

Red Planet ©Pictorial Press

RED PLANET

OUT UK now

STARRING Val Kilmer, Carrie-Anne Moss, Tom Sizemore, Benjamin Bratt, Terence Stamp
DIRECTOR ..... Anthony Hoffman
CERTIFICATE 12
PRICE £19.99

One day they'll film a mission to Mars that succeeds, and everyone'll gag on their popcorn with surprise. Although not quite as criminally terrible as some have suggested, Red Planet barely rises above the level of bath-cleaning as a preferred way to spend your leisure time. The matchbox plot has the Earth choking on pollution and a scientific mission's dispatched to Mars to see if experiments have rendered it a green and pleasant alternative for colonisation. Nothing goes right, the mission's robot, AMEE, goes mental and Terence Stamp barely makes the 30-minute mark. **PSM2** **40**

TORA! TORA! TORA!

OUT UK now

STARRING Martin Balsam, Sô Yamamura, Joseph Cotton, Tatsuya Mihashi
DIRECTORS Richard Fleischer, Kinji Fukasaku, Toshio Masuda
CERTIFICATE ..... PG
PRICE £19.99

Before Ben Affleck and Kate Beckinsale started mooning over each other to the sound of exploding battleships, there was this spectacular, but long, joint Japanese-American production of the Day of Infamy – the 1941 attack on Pearl Harbour.

Made in 1970, it tells the factually accurate story behind the action that forced America into WW2 from both sides of the conflict – the diplomatic efforts to thwart confrontation, the overwhelming honour of the Japanese and America's complete failure to spot the imminent assault, despite Japan practically telling them they were on their way. **PSM2** **85**

WIN!

A DVD PLAYER AND PREDATOR BOXSETS

CREDITS CARD: Arnie offers to mail the end of the film to his compatriots' widows.

If being able to buy the Predator boxset now wasn't enough, those benevolent beauties at Twentieth Century Fox Home Entertainment have decided that not only should you have the opportunity to get your hands on one for *absolutely nothing*, but also a brand new DVD player to enjoy the explosive action on (no more fine-tuning your PS2 for movie playback...). We've got five copies of the boxset to give away, plus one lucky bleeder will stroll into the jungle safe in the knowledge that they'll be able to play their new two-disc treat on an Hitachi DV-P305 with DVD/VCD/CD playback, Dolby Digital/MPEG Multichannel/DTS Digital Out, Virtual Sound System, x2/x4 Selectable Area Zoom Function, Screen Saver Option and OSD Multi Language Options. That's the kind of armament you could do with when facing-off with a barely visible entity.

All you have to do is answer this foliage-clearingly simple question and you're in with a shout.

What's the correct title of a recent Arnie film?
a) The Remains of the Day **b) The 6th Day** **c) The Christian Day**

Send your answers on a postcard or envelope to:
MY MONEY'S ON ARNIE...
PSM2 MAGAZINE
30 MONMOUTH STREET
BATH BA1 2BA
Usual rules apply. Closing date Friday 20th July. The Editor's decision is final.

Pedal of honour: Yould have thought that for all it took to develop, it'd blow Tony off the halfpipe.

OUT UK NOW

MAT HOFFMAN'S PRO BMX

Finally, the Hoff-meister bunny-hops into town. But does Mat really have the muscle to knock Tony off the halfpipe..?

DEVELOPER Runecraft
PUBLISHER Activision
PLAYERS 1-2
PRICE £29.99
ESSENTIALS DualShock, Memory Card

After being burnt to crisp for an age spent in the most infernal fires of development hell, you'd expect *Mat Hoffman's Pro BMX* to be slicker than an eel doused in engine oil. Sadly though, it turns out to be little more than a two wheeled version of *Tony Hawk's* lite.

The game unsurprisingly plays like a bastardised version of *Tony Hawk's Pro Skater*, as it utilises a modified version of the same engine. Like *THPS*, progression here requires players to complete certain tasks – collecting letters, high scores and competition medals. While these challenges maybe very similar to its predecessor, sadly, there're far less of them here. Presumably, in an effort to combat this shortcoming, developers Runecraft have made the game far less forgiving. Land a trick anything less than perfectly and instead of getting the 'weak' criticism and point deductions we saw in *THPS2*, here you'll end up munching Tarmac instead. To make things even nastier, land a trick, but then bail attempting something else a few seconds later, and you'll lose the points you scored for the first trick. Harsh.

There're eight arenas to cruise around ranging from indoor halfpipe heavens, a grind-happy construction yard, the London Underground and a sewerage treatment plant. In Tony's games it's possible to fuse trick after trick together and encircle each arena. Here there's too much dead space, making this feat virtually impossible.

POP CYCLE

There're also a few concerns with the game's obstacles, all too often you'll find it impossible to pull out of a grind as your front wheel seems to be embedded in a girder or some other object. On occasion you'll find yourself crashing inside a ramp or ending up on the wrong side of the flooring. Given the time, money and effort spent supposedly getting *Mat Hoffman* spot-on, these kind of difficulties are very hard to accept.

Despite these disappointments, this is still a finger-fanglingly addictive and satisfying experience. Granted it's not even in the same skate park as either of *Mr Hawk's* opuses and just loses out in a photo finish to *Dave Mirra*, but this is a solid game nonetheless. PSM2

BAKE AND GRIND: Shirt off and make that rail. Unfortunately, your front wheel will stick in something nasty more often than not.

INSIGHT

You can check out BMX Beat presenter and the artist formerly known as Gaz Top's lifetime dedication to television on his official website *http://members.aol.com/GarethGTJ/body.html*

ANDY RUFFLE'S CHOICE

1 **TONY HAWK'S PRO SKATER 2**
The Birdman of Carlsbad is still aloft on his perch.

2 **DAVE MIRRA MAXIMUM REMIX**
A brave, inventive trick system and shed loads more levels just puts this ahead of *Hoffman*.

3 **MAT HOFFMAN'S PRO BMX**
Given the stiff competition, a bronze is a still a massive achievement.

PSM2 VERDICT

GAMEPLAY
+ Tough BMX trickery will have you hooked
- *Tony Hawk's* does the same thing, only better

GRAPHICS
+ Slick looks and decent animation look the business.
- Visual errors hamper the gameplay causing much nashing of teeth.

SOUND
+ Excellent eclectic punk/ska/hip-hop soundtrack.
- Much the same as every radical sports game going

LIFESPAN
+ There's loads to get stuck into and a Level Editor too.
- Not as many tricks as we'd like, so repetition does creep in.

OVERALL
Should have eclipsed *Tony Hawk's*, given the amount of time spent in development, but doesn't. A top game with a few annoying flaws

80

BONESHAKING

OUT UK NOW

POWER DIGGERZ

Time to really make the earth move, enter the Diggaz with attitude in a game that doesn't deserve to be so much fun.

REVIEWER: Richard Owen

DEVELOPER Taito
PUBLISHER JVC
PLAYERS 1-2
PRICE £19.99
ESSENTIALS DualShock, Memory Card

OK, let's have a show of hands by those of us who admit that power tools, lorries and excavators all have a strange gruntish appeal. Erm... right. Maybe it's just us. Anyway, who'd have thought a videogame about moving filthy great piles of rubble around, digging holes and flattening sand would be such an incredibly original, entertaining and addictive experience?

The idea behind *Power Diggerz* is extraordinarily simple – complete your allotted task within a very tight time limit. What's not so simple, though, is controlling your earth mover itself. You'll need to get to grips with some very unintuitive controls that're spread over every button on your DualShock pad. Initially things are simple enough as you trundle about knocking over posts or navigating very simple cone courses, but it's not long until the difficulty level flips 90° and almost cuts you in two. 'Digging a long hole' may sound like a fairly basic task, but, given the complicated ballet of movements that your articulated arm has to perform to do so, becoming a member of the Bolshoi sounds like it would be far more straightforward.

HEAVY PLANT CROSSOVER

Fortunately, despite being infuriatingly difficult, *Power Diggerz* is also incredibly addictive and top fun to boot. In addition to the more mundane sounding tasks, there's also a far more inventive selection of mini-games to get stuck into. Take your pick from wrecking cars, serving up curry (no, really), saving golden turtles, demolishing toilets and doing a casual spot of shopping with your filthy great JCB.

Being an arcade conversion, *Power Diggerz* longevity is a bit of a concern. There's no doubt that there's a huge challenge to get stuck into here, but it's something of a novelty game all the same. That said, *Power Diggerz* definitely manages to breathe a dose of fresh diesel fumes into a world of unoriginal gaming. And that's something we always applaud. **PSM2**

NOT A LOAD OF HYDRAULICS: It's hard to resist a game that demands that you rescue an endangered species with a bloody huge digger.

INSIGHT

The original Diggers were agrarian communists who formed in response to inflated food prices in England in 1649-50. They defied the law and landowners by cultivating common land to feed the poor.

BOB THE BUILDER'S CHOICE

1 **POWER DIGGERZ**
Mmm, just check out those lush extendible arms. DIY will never feel the same again.

2 **CONSTRUCTOR**
OK, it's a management sim, but it *is* construction based.

3 **RC STUNT COPTER**
Controls to make your hands fall off, shame it's crap though. Not about construction at all.

PSM2 VERDICT

GAMEPLAY
+ Quirky, strange, compelling and very original.
- So frustrating you'll be eating soap for weeks.

GRAPHICS
+ Brash, cartoonish visuals do a first-rate job.
- Gets slightly glitchy now and again.

SOUND
+ Entertaining Japanese supervisor is clearly insane.
- Music will drive you equally up the wall.

LIFESPAN
+ An incredibly addictive and equally massive challenge.
- In danger of becoming a novelty before too long.

OVERALL
A title that embodies the best of quirky Japanese gaming. While it's massively entertaining in the short term, its lasting appeal is shaky.

75

HAIRY CRACK

ALONE IN THE DARK - THE NEW NIGHTMARE

OUT UK NOW

DEVELOPER Darkworks
PUBLISHER Infogrames
PLAYERS 1
PRICE £29.99

There've been many attempts to beat *Resident Evil* at its own game. Some have been poor – think *Chaos Break*, or *Vampire Hunter D* – but, fortunately, most have been pretty good. While the *Alone in the Dark* series has straddled both categories in the past, this latest incarnation has both feet firmly planted in the latter.

The New Nightmare plays as well as anything we've seen in survival horror, but with a lot of rough edges smoothed out. There're no painful loading times here, nor does your character automatically run up flights of stairs. Instead we get some amazing torch-lit effects and a genuinely eerie, involving plot. On the downside, most of your spindly adversaries aren't particularly scary, but this is a top quality chiller all the same. **PSM2** **86**

UEFA CHALLENGE

OUT UK NOW

DEVELOPER Sheffield House
PUBLISHER Infogrames
PLAYERS 1-4
PRICE £29.99

If *ISS* is the Manchester United of the PSone league, then this ropey title has to be the Hendesford Town. Apparently, such football luminaries as Figo, Yorke, Effenberg and Bierhoff were involved in *UEFA Challenge*'s development. It appears, however, that they may've chanced their arms at a spot of coding rather than offering any tactical advice.

The game prides itself on a wealth of real players, stadiums and competitions, but sadly, as your players step out on to the pitch, you realise any sense of realism must have been left back in the dressing room. Ugly visuals, unresponsive controls and terrible AI, the only challenge on offer here is not to fling this dodgy football game straight out of the window. **PSM2** **29**

ALSO RELEASED

VIRTUAL KASPAROV

Publisher Virgin **Developer** Titus
Price £19.99

Of all the things you can do on your PlayStation, playing chess can't figure highly on anyone's list. Strangely, this is the third chess game on the old system, so there must be some people out there who think it's a good idea. Who these people are and why they think this way no-one can say. But if you really must play this most sober of games on your console, then *Kasparov* does a reasonable job. **PSM2** **50**

ASTERIX MEGA MADNESS

Publisher Infogrames **Developer** UDS
Price £19.99

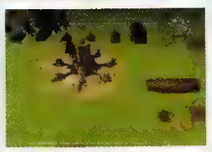
Goscinny and Uderzo must be turning in their graves (well, the dead one at any rate...), at this slur on the good name of Asterix delivered here. The developers would tell us that this collection of mini-games is "aimed at kids", but, as usual, this coded phrase translates into "this is a load of crap". Avoid. **PSM2** **19**

MEGA MAN LEGENDS 2

Publisher Capcom **Developer** Capcom
Price £29.99

Mega Man has been one of Capcom's most enduring characters – having been around for some 13 years now. Despite his age, he doesn't appear to be going rusty. This latest Anime-style outing sees our blue-suited hero blasting the usual array of robotic villains in a heavy weaponry obsessed RPG. If you fancy a slice of stylish, straightforward blast-em-up action, it wouldn't hurt to get stuck into this. **PSM2** **70**

COMING SOON



BLACK AND WHITE
Molyneux's souped-up Tamagotchi title is almost upon us.

BREATH OF FIRE 4
Capcom's multi-format spanning RPG rumbles on.

ROSWELL CONSPIRACIES
Crank up the paranoia with this cartoon-to-PSone conversion.

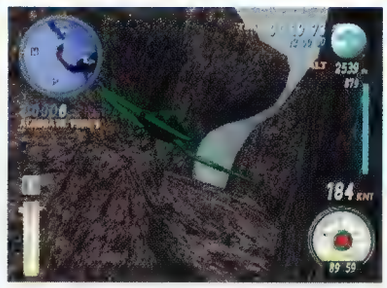
PSM2 CHARTS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

CHARTS FOR MONTH ENDING MAY 19

PS2 TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	2	3	1	Star Wars: Starfighter	Activision	LucasArts
2	3	2	2	Quake 3 Revolution	EA	Bullfrog
3	4	2	3	Tiger Woods PGA Tour 2001	EA	EA
4	NEW ENTRY!			Sky Odyssey	Sony	Sony
5	8	6	2	SSX	EA	EA Canada
6	5	3	2	Zone of the Enders	Konami	KCEJ
7	1	2	1	Unreal Tournament	Infogrames	Epic
8	9	7	2	FIFA 2001	EA	EA
9	6	2	6	Shadow of Memories	Konami	KCEJ
10	10	7	1	Tekken Tag Tournament	Sony	Namco



SKY ODYSSEY

It looks like a wet weekend in Skeggy, but *Sky Odyssey's* cripplingly addictive gameplay makes friends wherever it travels. Said it was good, didn't we? Will people be so keen when they're offered the chance to jam with *MTV Music Generator 2*? We suspect not.

CHARLIE'S ANGELS
Bill Murray's reliable comic touch and some sassy fight direction *almost* saves the eye-friendly cast from potential disaster. The occasional moments of parody fall hopelessly flat. Listen for Lucy Liu's voice-over in the forthcoming *SSX Tricky* – joined by David Arquette and Macy Gray. Now *that's* a TV series...

DVD TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	DVD NAME
1	NEW ENTRY!			Charlie's Angels
2	NEW ENTRY!			High Fidelity
3	NEW ENTRY!			Buffy the Vampire Slayer: Series 2
4	NEW ENTRY!			The Sopranos: Series 2 Vol 1
5	NEW ENTRY!			The Little Mermaid 2: Return to the Sea
6	NEW ENTRY!			Space Cowboys
7	NEW ENTRY!			Loser
8	NEW ENTRY!			Big Momma's House
9	NEW ENTRY!			Stargate SG1
10	NEW ENTRY!			Sex and the City: Series 1

ALONE IN THE DARK: THE NEW NIGHTMARE
Darkworks are no strangers to survival horror, and their latest effort gives *Resident Evil* a deserved kick in the teeth. The incredible lighting effects burn only marginally brighter than the eerie, involving plot. We keenly await the PS2 incarnation, despite the raft of horror titles set to flood Sony's machine.

PSONE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	2	1	Simpsons Wrestling
2	NEW ENTRY!			Alone in the Dark: The New Nightmare
3	2	2	2	ISS Pro Evolution 2
4	4	3	1	LMA Manager 2001
5	3	2	2	Rugrats in Paris
6	5	2	5	Time Crisis: Project Titan
7	6	6	1	WWF Smackdown 2
8	10	5	1	Final Fantasy 9
9	–	2	5	Driver 2
10	–	4	3	Tony Hawk's Pro Skater 2

TOKYO BUS GUIDE
It's not *GT3*, but in Forty Five's obscenely popular driving simulator you truly *are* the driver today – of a great big bus. This PS2 update features an Odaiba Guide Map, plus the opportunity to drive School, Tokyo or London buses. Real-time reflection mapping? Pah. These wheels only go round, round, round.

JAPANESE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Gran Turismo 3: A-spec
2	3	3	1	Winning Eleven 5
3	NEW ENTRY!			Tokyo Bus Guide: You're the Driver Today
4	1	2	1	Armored Core: Another Age
5	5	2	5	Biohazard Code: Veronica Complete
6	2	2	2	Kessen 2
7	NEW ENTRY!			Klonoa 2: Lunatea's Veil
8	8	2	8	Monster Farm
9	–	4	1	Onimusha
10	10	2	10	Gitaroo Man One

SSX
You can't keep a good game down, especially when it's surrounded by derivative sports sequels and mediocre beat-em-ups. Expect big shake-ups in the charts next month when the eagerly waited *Red Faction* makes its debut. A potential Number One? We'll have to wait and see.

US TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	2	1	Onimusha
2	3	2	2	Zone of the Enders
3	5	7	1	Madden NFL 2001
4	6	4	1	ATV Offroad Fury
5	4	1	4	Triple Play Baseball
6	8	2	6	Tiger Woods PGA Tour 2001
7	–	6	2	SSX
8	2	2	2	The Bouncer
9	7	3	1	Star Wars: Starfighter
10	10	2	10	All-Star Baseball 2002

READER TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Formula One 2001
2	2	3	2	Star Wars: Starfighter
3	NEW ENTRY!			Gran Turismo 3: A-spec
4	1	2	1	Quake 3 Revolution
5	NEW ENTRY!			Sky Odyssey
6	4	7	1	SSX
7	3	2	3	Unreal Tournament
8	5	7	2	TimeSplitters
9	10	2	9	Zone of the Enders
10	9	2	9	Winning Eleven 5

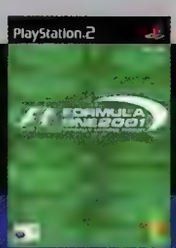
FORMULA ONE 2001
Studio Liverpool's teeth-crackingly realistic F1 game beats off import competition from the mighty *GT3* to become your most popular game of the month. Expect the situation to be permanently reversed when Yamauchi's real driving simulator gets a UK PAL release. The power of the dark side is still strong, with *Star Wars: Starfighter* lodged at number two.

OH, YOU GUYS...

Every month, we sift through the heaving pile of your letters to find out what you, the readers, are getting all excited about. Some of you send your own personal top tens, others just fire off missives full of frothing excitement and seething bile. We take them all into account.

Send your Top 10s to:
PSM2 Magazine
Future Publishing Ltd.
30 Monmouth Street
Bath
BA1 2BW

FORMULA ONE2001



THE ONLY GAME WITH MURRAY WALKER. Rather like the great man himself, the attention to detail goes on and on. All the official 2001 season Formula 1 tracks, drivers and cars as well as Murray Walker and Martin Brundle providing expert commentary. It's also available for PlayStation and remember if it gets too much, there's always the mute button.

www.uk.scee.com/f1

PlayStation.2
THE THIRD PLACE

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

CODE: VERONICA COMPLETE
Publisher> Capcom
Version> NTSC **Issue>** #09 **80**

With only a few extras on the DC version the franchise is showing its age, but *Resi* hasn't lost its ability to scare. Frightening. *Code: Veronica X*, as it'll be known in the UK, will also carry the bonus *Devil May Cry* demo that made the Japanese version so tempting.

EXTERMINATION
Publisher> Sony
Version> NTSC **Issue>** #09 **78**

Despite a shallow, unoriginal story and fairly brief life expectancy, *Extermination* still boasts a skilful blend of action, gunplay and blind panic.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue>** #09 **76**

A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue>** #06 **62**

Some of the best hi-tech combat around nestling on the grey pillow, of a grey bed in a grey room.

ONIMUSHA
Publisher> Capcom
Version> NTSC **Issue>** #06 **80**

BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. The fusion of story and electric swordplay could make the UK PAL version essential.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue>** #08 **68**

Not MGS2, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue>** #09 **24**

One of the worst games on PS2. Bad level design and woefully inadequate visuals are only the start of *Warriors'* many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue>** #06 **59**

Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

01 > SSX
If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.

02 > TIMESPLITTERS
The second reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Still the reigning FPS multi-player. Ace.

03 > FUR FIGHTERS
Not simply a Dreamcast port – there's enough here to warrant the investment in a life-affirming universe. Get stuffed and happy.

04 > TEKKEN TAG TOURNAMENT
The King of Iron Fist comes back with some neat moves that'll leave you bruised and happy.

05 > MTV MUSIC GENERATOR 2
Cubase on your PS2. Well, nearly. Infinite possibilities even for those who consider themselves tone-deaf.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue>** #04 **78**

Fast-paced slashing action which mixes some graphical impressiveness with excellent game structure. Slightly hampered by some shocking fogging at times.

ARCADE

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue>** #10 **80**

Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term

GAUNTLET
Publisher> Midway
Version> NTSC **Issue>** #10 32

As always, it's best to get your friends round to hack the most from the new *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue>** #0 **29**

A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool

SILPHEED
Publisher> Working Design
Version> PAL **Issue>** #03 **51**

A firework of a 3D scrolling blast-em-up that uses cut-scenes effectively to spice-up the non-action. It burns bright to the bitter, but quickly finished, end

BEAT-EM-UP

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue>** #05 **83**

Instantly beguiling with free-flowing action. But solo players will find the distraction of some ludicrously comic book bosoms no substitute for solid two-player scraps

KENGO
Publisher> Ubi Soft
Version> PAL **Issue>** #09 60

A few tweaks to the controls and this could have been something a bit special. As it is though, *Kengo* fails to inspire through its brown palette.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of a classic series, sadly showing its age, but a superior tagging system keeps it in the running for the crown of King Beat-em-up.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 **50**
Does its thing reasonably well on most counts, unfortunately the one thing it fails on is the 'grooving' itself. Tiny Disney fans will enjoy it, however briefly.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
Certain to please Offroad purists – but how many of them do you know? It's a pity SCEA couldn't have compromised on the realism

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A definitive purchase for Formula One die-hards, and a rewarding challenge for any console race fan willing to rise to it. The DVD of the 2000 season's an impressive bonus, an' all

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
If you want an involved four-wheeled racer, this'll keep you going until Sony's Formula One 2001 comes out (which isn't very long to be honest) – just don't expect too much of it. Or 2001's data..

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal street racing makes its way through New York and London, with some nice touches of detail. Compromised by reality-check graphics

GRAN TURISMO 3
Publisher> Sony
Version> NTSC **Issue**> #10 **93**
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure despite the overly-familiar gameplay. A virtual work of art.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
A motorbike racing experience for the discerning gamer Convincing handling and gorgeous details. But it's more demanding than most

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential purchase

HEAD 2 HEAD

GOLF

SWING AWAY GOLF

Publisher EA
Version PAL
Issue #05

PSM2 VERDICT 70

PRESENTATION:
Huge heads, loopy outfits and, boy, are those greens green. The palettes from the jumbo book of comic colouring books and the lack of detail is made up for by the satisfyingly fun design.

GAMEPLAY:
Just like the likeable *Everybody's Golf*, you simply pick it up and get straight in there. No messing around. The familiar three click swing system's here, but the drawback here is a very shallow learning curve.

MULTI-PLAYER:
The usual four-player Matchplay and Stroke modes are included, with players able to choose saved characters from the Story mode. The bonus here is the cartoon histrionics that each of the characters go into when the make a mess of a shot.

LIFESPAN:
Story mode allows you to build up characters, so there's plenty of scope to make a champion. Unfortunately you get very good, very quickly. The bonus for *Swing Away* is the Course Generator – you customise your golfing arena to your heart's content.

TIGER WOODS PGA TOUR 2001

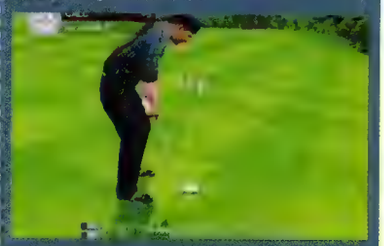
Publisher EA
Version PAL
Issue #08

PSM2 VERDICT 72

PRESENTATION:
In typical EA style, the playable characters are insanely detailed, right down to the tassles on their vomit-inducing loafers. Sadly, the background details have been sold short. Ball in water? No ripples. Ooo, cheap.

GAMEPLAY:
Eschewing the preferred three tap system, *Tiger Woods* uses an inventive Analogue control set-up that has you pulling back and whacking the stick forward. It feels more like golf, but can be frustratingly awkward.

MULTI-PLAYER:
Skins, Matchplay, Stroke and Tournament give your MultiTap 2 something to earn its keep for. There're only six golfers available, though, which makes fighting over who gets Tiger a sub-game all of its own. Quite a painful one, too.



LIFESPAN:
Winding down on a Sunday with as impressive a PGA title as this will always be a pleasure with a few friends to chew the fat with. It's just a shame that there're so few players and courses to choose from. You feel that the 2002 titles just round the corner.

MR TEE

Despite being poles apart in the areas of looks, style and control, these two play a similarly accessible game. *Swing Away*'s control system is pleasantly familiar, whereas *Tiger Woods*' Analogue control may give you a more realistic golf experience, but you'll always end up with one untimely slice too many. Surprisingly, EA haven't managed as solid a job with Mr Woods as they managed with, say, *Knockout Kings 2001*, but it feels infinitley more *real* than *Swing Away*'s good-humoured graphics. *Tiger Woods PGA Tour 2001* edges it... just.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for. Those borders are a pain, an' all.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best Undoubted fun, but there's a question about how often you'd come back to it.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love. Fun, but frustrating.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Immensely fun in places, but maddening in others. Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
The cream of first-person shooters converts flawlessly to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
BEST FPS TITLE An enjoyable, hugely customisable, frighteningly hard blast. Great four-player modes and some incredibly hard challenges make this a must buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL **Issue**> #07 **82**
UT comes out shooting where you'd least expect it – in the excellent single-player mode. It's just a shame that it fails so badly in the area where it could have improved on the PC version – in multi-player

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
A rarity on PS2 – a game almost entirely free of action. But despite that, it's hugely addictive with a real sensation of flight. Very chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful level of difficulty. The two-player Deathmatch is a great opportunity wasted

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're playing a next-gen console. Big levels, big guns and big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles, loads of strategy – like chess but with huge robots. If you're excited by the idea of turn-based scraps then you'll adore this.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that packs enough tactical thought to amuse, but not nearly enough to test the armchair commanders. Pretty frikkin' average.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Perfect for curious mech virgins, yet possibly too shallow for strategy fanatics. The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A case of a lame game launching on the back of a successful film Very poor

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull. Young gamers should be up in arms

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> #10 **73**
Visually beautiful with well machined gameplay, *Klonoa 2* still stands on the shoulders of giants rather than breaking the mould.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults. For this lamentable paradox, *Rayman* is only *almost* great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler with a host of cutesy features that will no doubt be whizzing around in numerous PS2s.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's a fabulous puzzle game – innovative and fun enough to stand up and be counted with *Tetris*.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 **78**
Frustrating, but painfully addictive, Kuri Kuri Mix proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
It's super-slick, extremely addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue**> #02 **35**
An uninspired RPG that will remain awkward until the speed – or lack of it – and its other shortcomings are addressed.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that will irk die-hard fans

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
BEST RPG It might take a bit of getting used to – but it's certainly different, and exactly the sort of game you can settle down to play with a cup of Horlicks. Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #06 **70**
A game with massive aspirations, unfortunately let down in places by shoddy graphics and a camera that'll drive you, at some points, to genocide. Still an enjoyable romp for the connoisseur of the short-sword and buckler.

SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

01 > GRAN TURISMO 3
The game that's not *MGS2* finally turns up after a slippery development history. Is it worth it? Lord, it's everything we'd hoped.

02 > WINNING ELEVEN 5
The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential

03 > ONIMUSHA
Capcom doing what they do best – visceral thrills, solid storytelling and zombies. The puzzles are tough in Japanese, though.

04 > CODE: VERONICA COMPLETE
A solid, and slightly expanded, DC conversion made essential by the *Devil May Cry* demo. Ace.

05 > EXTERMINATION
It's not one of the longest titles we've played, but a combination of impressive panic-action gameplay and genuine thrills is worth it.

SHOOT-EM-UP

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 **40**
A flawed rehash of established concepts, with novelty appeal for shoot-em-up die hards. Tighter execution could've saved it

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 **86**
BEST SHOOT-EM-UP Absolutely rammed with stuff to do, humour and significant extras that you won't find on other formats. Why can't more games be like this?

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03 **77**
The sniping-against-the-clock classic loses its huge rifle and downsizes to PS2. Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions – Starfighter's everything a Star Wars game should be. It's a bit repetitive, and it could do with some TIE Interceptors, but it's still one of the first games to show the PS2's potential

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
Thunder Tanks is the type of game you'll hate the look of but find hard to resist. It's basic and linear and so very American, but get into it and it's surprisingly fun. Quite a turn up

SIM

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Enough depth to stimulate you for quite some time – but it's still capable of running itself well enough without your help

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 **72**
A quality two-player game of hardball, but best of British trying to find anyone else who really understands the rules, or cares.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #06 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
Dazzling to look at, but over far too quickly in one-player mode. A jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT HOCKEY
Publisher> Konami
Version> PAL **Issue**> #09 **68**
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills...

FIFA 2001
Publisher> EA
Version> PAL **Issue**> #04 **79**
A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it

ISS
Publisher> Konami
Version> PAL **Issue**> #02 **81**
Not the best football game ever, but settles for great playability and the odd touch of genuine class without rewriting the rule book.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL Issue> #04 **86**
BEST SPORTS SIM A superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #06 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL **Issue**> #06 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a glorified arcade game in this day and age? Perhaps not.

NHL 2001
Publisher> EA
Version> PAL **Issue**> #04 **70**
EA'd classic ice hockey sim looks the business, has a pile of options and extras, but it's character stat-heavy.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
Beautifully captured, but incredible character models are compromised by some nasty glitches

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else Poor.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention. The two-player's fantastic, but the one-player lacks depth.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 **80**
Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby. Definitely worth a, ahem... try.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 **29**
Something that might make a diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue**> #03 **95**
BEST SNOWBOARDING GAME *SSX* does for PS2 what *WipEout* did for PSone. And then some. While everyone will enjoy it, others will take it to their hearts. Breathtaking.

SURFING H30
Publisher> Take 2
Version> PAL **Issue**> #05 **32**
An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

WINNING ELEVEN 5
Publisher> Konami
Version> NTSC **Issue**> #09 **91**
BEST FOOTBALL TITLE All we wanted was a version of PSone's *ISS Pro 2* – and we've got it. An absence of genuine innovation doesn't stop this becoming the best football game ever.

STRATEGY

KESSEN
Publisher> EA
Version> NTSC **Issue**> #05 **74**
Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL Issue> #10 **90**
A Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2

ABSOLUTE PS2 IS FAT WITH GAMES AND UPDATED EVERY ISSUE WITH EVERY DEFINITIVE PSM2 PAL REVIEW.

FEEL GOOD ABOUT LIFE
"It's just a game. A game about cars."
Xsara
TOTAL
TOTAL
22BJM 99
MICHELIN
O·Z
RACING

GT3

gran turismo 3

the racer that'll shift a million PlayStation 2s. PSM2 presents the ultimate guide...

Time's strangely elastic where videogames are concerned. And when it's a game of the calibre of *Gran Turismo 3*, it's twice as rubbery. You wait months and months for the finished code of such a quality title to arrive and every day seems to stretch into a week. Finally, once you get the final disc spinning in your PS2, the hours seem to blur past in the blink of an eye. *Gran Turismo 3* sucks away your time. It's the PlayStation 2's first true killer app, a killer application which will sell consoles for Sony. It's a game which you'll have to force yourself to stop playing at 2am. It's a game which truly defines PS2.

We've spent some serious time playing the finished code now – last issue we gave it a whopping 93 percent. "It's a near-perfect game which astounds and challenges in equal measure despite the familiar gameplay," we said. And that immediately sparked a few e-mails of concern from some of PSM2's readers. Why didn't the game which is undeniably the most gorgeous, eye-opening piece of software we've had on PS2 so far come in at 99 percent? What's wrong with it?

Which is why this month we'd like to bring you a few more reasons (or excuses) why you really should treat yourself to a copy of *GT3*. Go on, you've been working hard. Hell, you deserve it. Put your feet up and tuck in...

But first, let's look at why we didn't over-inflate the score. The reason's simple – it's not a perfect game. It looks mouth-wateringly *real*, it stuns and and frustrates in all the right places. Except Gran Turismo mode. As in previous *GTs*, if you select the wrong car from the start for one of its many races, you'll know it. Some just feel impossible to win – you'll need to be putting in perfect laps time and time again. Maybe that doesn't bother you, but you do feel a little needlessly punished by the game at times. ▸

THE 5 FACES OF GRAN TURISMO EMOTION

GT3 takes you on a sense-pummelling 300kmh trip through a whole range of feelings, in this order:

1. TREMBLING ANTICIPATION

You pop open the DVD case, take the disc out (gripping it by the edges, natch), slip it in your PS2 and sit there smiling silently at the powerful intro sequence.

2. SHEER RAPTURE

You take the Peugeot 206 for a spin on Tahiti Maze and come in first. You'll never forget it.

3. WIDE-EYED FEAR

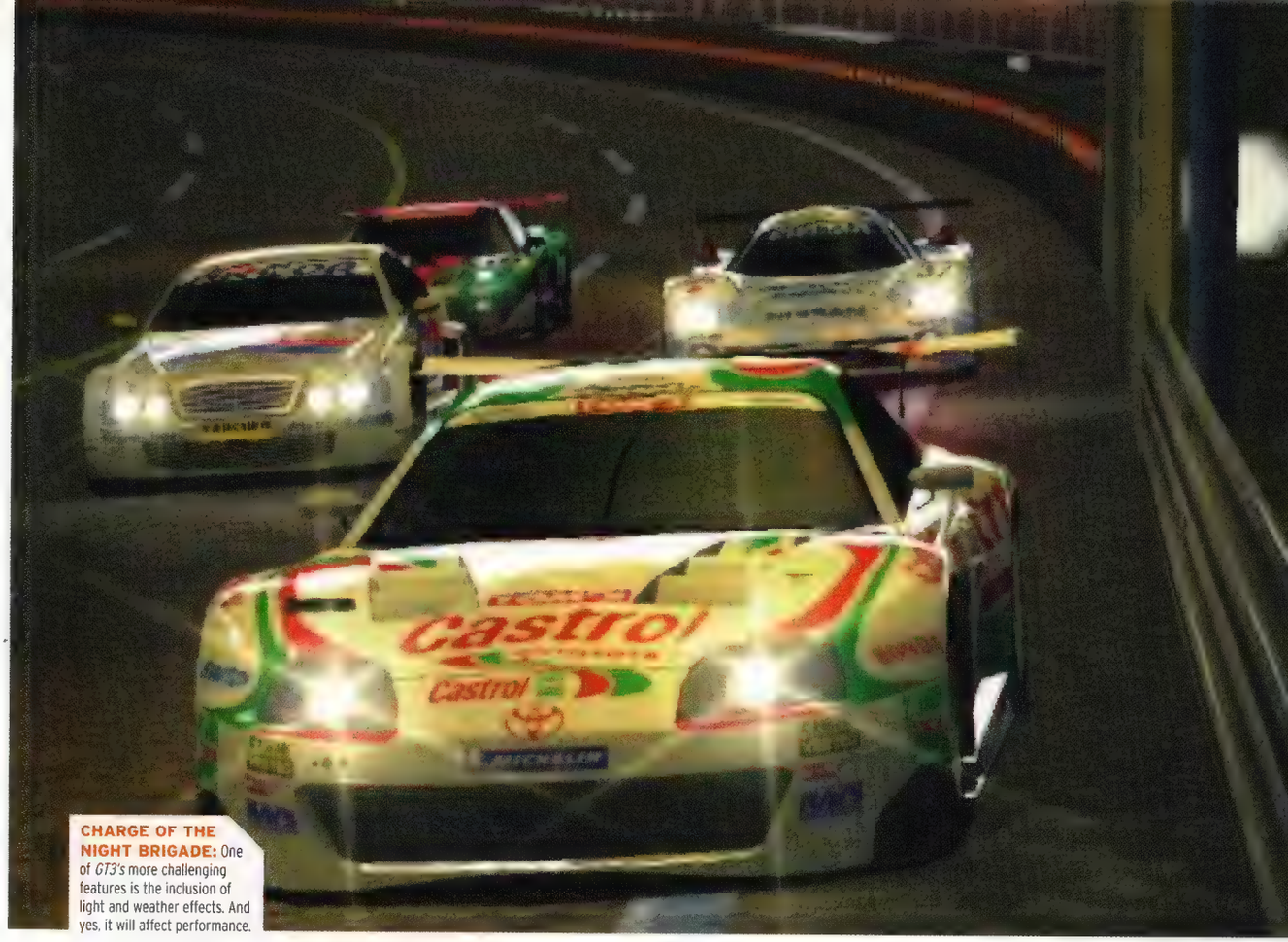
You select the Dodge Viper for Seattle Circuit and slam straight into the barrier on the first corner. You're terrified by the jet-like power under your control. You will master it though, trust us...

4. QUIET EMBARRASSMENT

You try out the Lancia Delta's 4WD capabilities in Tahiti and put over ten seconds between you and the other driver. Sheesh, why didn't you pick this car before? Oh, the shame...

5. EAGER FRUSTRATION

You venture into Gran Turismo mode and find yourself with only enough cash for what is, essentially, a pig on wheels. How hard is it to consistently come first? Very. Bloody. Hard.



CHARGE OF THE NIGHT BRIGADE: One of *GT3's* more challenging features is the inclusion of light and weather effects. And yes, it will affect performance.

▶In Arcade mode too, there's a similar thing going on. Races can turn into a quest to find the right car, particularly when you're desperately trying to unlock all the tracks or grab yourself some 'goodies' (rewards for beating different categories of circuits – sometimes it's a car, sometimes an alternative ending to the game). Very often you'll start a race only to find by the end of lap two you're not gaining any ground on the leader at all. To avoid days of swearing-fuelled, pad-throwing annoyance, there's always the option of quitting out and trying a different motor... and this is where the problem lies. There's generally one car that's particularly suited to a particular track. Once you've cottoned onto this, each race inevitably turns into a methodical testing of each vehicle on offer, until you find the one that gets you in first from the first corner and keeps you there.

HARD HABIT TO BREAK

This is more noticeable on the hardest difficulty setting, where races demand a perfect blend of driver skill and car muscle. The rival cars change when you select a different motor (to keep the competition relatively even) and there might be over 150 cars waiting for you to test out, but you'll soon find the one that can crack a track every time (once you've put in the hours to familiarise yourself with the racing line and how late you can be with your braking...)

But that's the only real major problem with *GT3*. Anything else is just nit-picking. Admittedly, Polyphony Digital have done little to take the game structure in any new direction, and *Gran Turismo* die-hards might feel a little cheated at this. But if ain't broke, don't fix it.

Actually, we're a little shocked by the conclusions drawn by certain other magazines out there. When you find hear them banging out opinions about the AI being disappointingly easy, you've got to wonder how long they've actually played the finished game for, if at all. The AI, on the hardest difficulty setting on the toughest tracks is, believe us, challenging enough for the most craggy racing game fan (and there are lots of these passing through the PSM2 office every day). If you're leading the field and make one pace-eating mistake, you'll find yourself being jostled and eventually barged off the tarmac by the chasing pack. The other drivers make errors of judgment too – you really do feel you're facing living, breathing, *thinking* drivers, not just CPU-controlled drones.

DUSKY, BUT TRUSTY: The sun can obstruct your view at times.

As we said earlier, we've spent a couple of months streaking around *GT3's* demanding tracks now, and we feel we're in a good position to talk about its long-term appeal. It's a thumbs up all round. You might unlock all the tracks on normal setting within a day or so, but the last four tracks tackled on the hardest difficulty will keep you grinding your teeth for much, much longer.

Gran Turismo mode, as we've said, is a tough nut to crack with any sense of pride. Yes, you can, with a modicum of practice, get your licences by pulling in bronzes all over the place, but you won't want to do that. No-one really remembers third place, do they? Apart from *the* Third Place, which everyone remembers... er, right? No Go for gold – you won't believe the satisfaction when you pick up your first licence with a trail of first-place times behind you. You'll feel overjoyed from getting one of the more advanced licences this way.

"THE OTHER DRIVERS MAKE ERRORS OF JUDGMENT TOO – YOU REALLY DO FEEL LIKE YOU'RE FACING LIVING, BREATHING, THINKING DRIVERS"

STADIUM ROCKS: The backgrounds provide genuine atmosphere to the racing.

GIRLY SLOW: Ladies love *GT3* - trust us, we've done a lot of research on this one.

COMPACT AND BIJOU: Don't expect to compete in the stylish, but limited, Mini.

BUFFED UP: The classy textures match the sophisticated racing. A perfect marriage.

GRID EXPECTATIONS: It's that moment of anticipation - we love it.

Falcons, Cobras and Storm V12s tiny specks in your rear-view mirror. As anyone who's spent time tinkering under the bonnet of a ten-year-old labour of love will testify – the satisfaction's in knowing you've succeeded through your own crafty management of your resources rather than simply rolling onto the nearest car lot and ordering the flashiest thing you can afford.

MOTOR HOME

Ultimately, *Gran Turismo 3's* going to bring more people into the PlayStation 2 fold, who'll then be able to sample the edgy delights of *SSX, Red Faction, MTV Music Generator 2,* and more, at last. Sony have just announced that there'll be a special *GT3* PS2 pack launched, with a copy of the game bundled in with the console this summer. If you're reading PSM2 and you don't actually own a slinky black tower yet, is there any more excuse you need? **PSM2**

Gran Turismo 3 will be available in the UK from July onwards. As well as being available separately, you'll also be able to buy it with the GT Force Steering Wheel. We can't recommend it highly enough – it's the ultimate racer on any system, anywhere.

"WHATEVER CAR YOU SELECT, IT'S NOT GOING TO BE PERFECT AT EVERY KIND OF CUP RACE YOU ENTER IN TO START WITH"

Get your licence and – you know what's coming – you can move on to buy your first motor. But it won't be a stunner to start with. You've got two options for your cash: either spend a moderate sum and keep cash back for tune-ups to your brakes, drive train, suspension, turbos and the like at a later date, or blow the whole wad on the best motor you can afford right from the start. We favour the latter – we're recklessly rubbish with money like that.

GARAGE LAND

We said it earlier – you'll find that whatever car you select, it's not going to be perfect at every kind of cup race you enter it in to start with. Some, with their keen top speed and hard suspension are clearly more suited to the plodding, flat oval circuits, while the more frosty acceleration-weighted cars are outstanding for the stop-start nature of cup challenges that take place on tracks like Laguna SECA Raceway.

But you *will* find it hard to trade in a car you've spent days winning races, grabbing cash and upgrading. Deep joy comes from taking a basic motor you've nurtured with carbon propeller shafts, racing intercooler and torque spirit controller, saving it to your garage, then taking it out for a cruise in Arcade mode, making the guys behind the wheels of the plain old GT-Ones,

RALLY WILD: We love the gritty cornering of the dirt track racing.

DUAL IN THE SUN: The good will out when it comes to two-player battles.

GT3

gran turismo 3

10 REASONS WHY YOU'LL THANK YOURSELF FOR GETTING GT3...

1 You'll get to drive today's best cars for £40-ish.

2 You'll get to see your best manouevres in the world's best replay mode.

3 You'll finally be able to nail rally driving in complete safety.

4 You'll be able to race at ridiculous speeds around major cities.

5 You'll begin to appreciate the beauty of the racing line.

6 You've finally got an excuse to buy a steering wheel.

7 Your girlfriend/wife/old dear will thank you. They love it!

8 You can do things you can't do in the real-world.

9 You've finally got a racer you can sink your teeth into.

10 You'll be playing the game everyone's talking about.

IT GETS BETTER!

No, wait. It really does. Next issue we'll be getting our hands on the UK PAL version of *Gran Turismo 3*. So you'll be able to nip to the garage and order that set of baffiers that you've had your eye on... in English. We'll be giving you the lowdown on every minutiae of improvement. You can't afford to miss it.

Can't wait?
DAILY
RADAR
.CO.UK
Computer and video games, DVD and movie news, as it happens.

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

SUMMER'S FINALLY HERE, AND THE HEAT MAY BE GETTING TO US. GRAB A REFRESHING DRINK AND PICK UP A PAD.

JOEL

There's been an odd change of mood around PSM2 Towers recently. Rather than huddling in a darkened office, we've taken to spending our evenings sitting out on the verandah, sipping mint julep and tipping our hats to passersby. Of course, we've still been playing games – thanks to the wonders of extension cords and Factor 20 – and so occasionally a cry of 'Offsido-wa' or 'Duncan's got the Quad Damage!' splits the air, startling young children and elderly animals alike.

So, there's a distinctly summery mood to this issue's tips, kicking off with the first part of our comprehensive guide to *Crazy Taxi*. It's the brightest game so far on the PS2 – and it's already sparked off a miniature fashion wave here in Southern England, where impressionable youths can be spotted prowling the streets with dyed hair and Hawaiian shirts. And occasionally crashing '57 Chevys into phone boxes.

Continuing the craziness, Mr Moby Jones – the Jamie Oliver of the extreme snowboard circuit – takes over Q&A duties this month, answering your queries with a mixture of sage wisdom and over-enthusiastic shouting about his own prowess on the slopes. If it's all a bit too much, calm down with the superbly plot-driven *Red Faction* and attempts to perfect your skills in *MGS2*.

Then come back next issue, when we're all suffering from advanced dehydration and midge bites. Sweet! **PSM2**

NEED HELP?

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

KILLER QUEEN: Boost! Boost like a malfunctioning speeder bike! You'll be rewarded with extra levels.

THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Drowning in the quicksand of game-related misery? Let PSM2 throw you a sturdy tip-vine.

STAR WARS: SUPER BOMBAD RACING

Are you sick of all this Episode One nonsense? Do you wish the franchise could go back to the days of classic lines like: 'We're a couple of shooting stars that'll never go out'? Of course you do. Put your nostalgia hat on and unlock some classic racers.

Darth Vader

Pretty straightforward this. Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his TIE Interceptor.

AAT battle tank

Press ○, □, ○, □ at the main menu. A message will confirm that you've entered the code correctly.

Unlock Galaxy Circuit

Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit.

Unlock Reverse Mirror Tracks

To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy circuit with any character and receive a gold medal for each of the available circuits.

Everybody is a Kaadu

At the main menu press L1, R1, L2 then R2. You'll get the message 'Poof! Everybody is a Kaadu!' When you race, all the racers turn in to Nabooien Kaadu on flying tread mills.

GAUNTLET: DARK LEGACY

It didn't quite snatch the 'Brownest Game In The World' award from *Kengo* last issue – but it's still pretty

TIP OF THE MONTH

In *Star Wars: Super Bombad Racing*, press ▣, ◎, △, ◎, ▣ at the main menu. A message will confirm that you've entered the code correctly, and you'll be able to race as Boba Fett. We *were* right in the review. Now if only you could be Jabba...

brown. Brighten things up with some handy cheats.

All Cut-scenes

While the game is loading, hold down the ⊗ button, and, after the Midway legal screen is shown, all of the movies from the game will be played. Hit ⊗ to skip through them.

Magic Names

To get any of the effects below, just enter the bit in capitals as your name. Obviously, you can only use one of them at a time.

$10,000 Gold each level – 10000K
Nine potions and keys each level – ALLFUL
Invincible Character – INVULN
Invisible Character – 000000
Floating Character – 1ANGLI
Big Character – DELTA1
3-Way Shot Character – MENAGE
Turbo Character – PURPLE
Extra Speedy Character – XSPEED
X-Ray Character – PEEKIN
Supershot Character – SSHOTS
Rapid Fire Character – QCKSHT

Secret Costumes

Enter the following as names to change the characters into different outfits.

NUD069 - S&M Dwarf
STX222 - Happy Face
KJH105 - Chainsaw
PNK666 - Punk Rocker
TAK118 - Ninja
STG333 - Employee Stig
KAO292 - Waitress
CSS222 - Ex-Employee Chris
RIZ721 - Football Dude
DIB626 - Manager Mike
SJB964 - Karate Steve
ARV984 - Created by Don
AYA555 - Schoolgirl
CEL721 - Cheerleader
RAT333 - Rat Knight
GARM99 - Regular Garm
GARM00 - Sickly Garm
SUM224 - Sumner
SKY100 - Sky General
MTN200 - Mountain General
TWN300 - Town General
CAS400 - Castle General
ICE600 - Ice General
DES700 - Desert General
BAT900 - Battle General
EGG911 - Pojo the chicken
STX222 - Stick figure jester
RAT333 - Warrior with a Rat's head
ICE600 - A Big Dwarf
PNK666 - Big headed jester
TAK118 - Ninja Knight
TWN300 - Valkyrie
CAS400 - Slightly different warrior
GAM666 - Evil Wizard
SKY100 - Alternate Wizard

Unlimited weapons

When starting a new game, use the code name 'GLOIRE' for unlimited weapons.

ARMY MEN: BLADE'S REVENGE

Unlock Every Level

Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others as well.

↑, ⊗, ◎, ↑, ←, ▣, ◎, ⊗

PRO TIP
SILPHEED
You don't need a bit of help that doesn't require throwing grenades and rolling blossom. Just use [illegible] your flame for all nine weapons.

SILPHEED: THE LOST PLANET

It might be in the UK now, but avoid it like a laser-flinging alien mothership.

GOOD COPTER, BAD COPTER: Go ahead - skip every level and completely ruin the game.

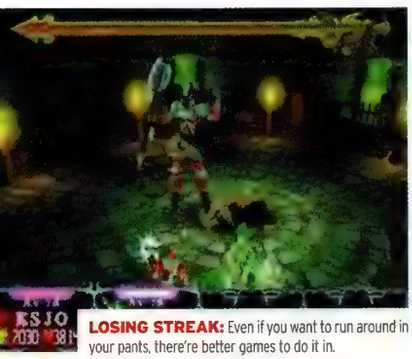
GUEST TIP ゲストヒント

MR T. PITIES YOU

Some cheats are good and helpful things – but others threaten to make your life a pitiful sham, ruining the game you've just spent 40 quid on. And it's these that we entrust to the 300 pounds of mohawked mayhem that we know you love and respect. Once again – Mr T.

Listen up, fools. In *Knockout Kings 2001*, enter SBATISTE as a name in career mode, and you'll be able to play as Muhammed Ali. Ain't no other boxers can stand up to the greatest of all times – not even that fool Rocky Balboa, who only beat me on a technicality anyway. I pity the cereal-promotin' fool! I also pity that t-shirt rippin' fool Hulk Hogan, who isn't even a proper boxer, despite being in the same film. Super-suckas!

LISTEN, FOOL: I don't care how many orphans are being sold to make slippers, I ain't gettin' on no plane...



LOSING STREAK: Even if you want to run around in your pants, there're better games to do it in.

WIRED UP

PSM2'S NET FILTER SORTS THE GOOD FROM THE BAD.

Rather than waste your life playing *The Bouncer*, why not go out and do the real thing? You'll probably suffer less...

THE BOUNCER'S BIBLE

Ivan Holiday Arsenault – no, really – is a frightening man. Not just because he's got 20-years experience of not letting people into bars, but because he's quite keen on pointing out that bouncers are a bit like God – benevolent, but with a hint of vengefulness. Anyway, here you can buy an instructional video on how to become a bouncer yourself. Even better, get yourself a 'Bouncer From Hell' t-shirt – guaranteed to start fights wherever you wear it.
www.bouncersbible.com

BE YOUR OWN BODYGUARD

Robert Cabral holds a seventh degree black belt in Tori-te karate-jitsu – apparently – and now he's offering you the chance to become a bodyguard *without even leaving your house*. Yep, Be Your Own Bodyguard is the world's first on-line course for bodyguards. There's even a free sample lesson explaining how to punch someone's nose into their face if they grab your wrist. We're not entirely sure if we'd recommend it, but we couldn't resist pointing you towards step-by-step instructions like 'If desired, follow up with a boot to the groin.' Desired by who?
www.beyourownbodyguard.com

ZERO GRAVITY

You could give up on life as a bouncer and just dedicate your time to learning those cool spinny kicks that Sion and the gang can do. If that sounds like fun, head to Zero Gravity, home of the Title Pending films, virtually plotless kung-fu extravaganzas that are a sheer joy to watch. Lots of inventive use of playground equipment, and plenty of people somersaulting on concrete. Even better if you're acrobatically gifted and you live in California Bay, you could be in the next one. If only the PSM2 challenge ninja had gone to E3...
members.aol.com/bill510/zero.html

PRO TIPS

"TEST AN EXPERT GAMER"

TEST MOBY FROM SSX

Fearless ex-BMX racer Moby Jones rips up mountains everywhere – but now, he's tearing apart games for PSM2.

RETURN OF THE MAC: Use the Freestyle board to fill his trick book.

TIMESPLITTERS

Dear PSM2,

I can't complete challenge 3-C on *TimeSplitters*, and I need it to progress any further through the challenges. Please help me, I'm slowly going insane.

Daniel Hampton

via e-mail

Challenge 3-C – that'd be the one where you have to knock the heads off the mutants, then. The key to this is staying calm – there's no point running around like a madman, because you'll never get enough kills in time. Make your way to the top of the level, grab the armour, then dash over to the Uzi. Switch your sights on and stay roughly where the Uzi is, and you'll be able to take out all the opposition as they come around the corner. Remember – if you don't kill them with head shots, they don't count, so aim for the neck. Ready to get crazy? You're looking at a winner, baby.

SSX

Dear PSM2

I have a problem with *SSX*. I've now completed everyone's trick book, except Hiro. Hiro's trick photos appear in the trick book and they have the right buttons next to them, but when you press the combos it does a totally different trick! This is very, very annoying as I can't complete the game.

Mr Sam Turner

via e-mail

The problem is, you have to do the majority of Hiro's tricks with his default board – which is the Alpine, rather than the Freestyle. Of course, the Alpine board's far too clunky and unwieldy for delicate manouvering, so you'll need exceptionally huge air to pull off the more complicated tricks with it. Three places are good for this – the start of Elysium Alps, the fan on Tokyo Megaplex and the jump which you'll find near the end of Pipedream. Got that one nailed! Bonus time! Brilliiaaant!

POOL MASTER

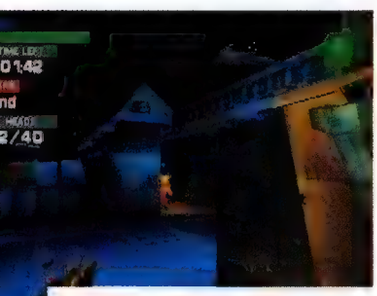
Dear PSM2

Just wondering if you could help with a little problem. I've completed *Pool Master* on the PS2. At the end a code appears on the screen, but I don't know what I'm supposed to do with it. It can't be entered on the 'enter name' screen, and I've tried checking the Take 2 website without success. Can you give me any pointers? Thanks.

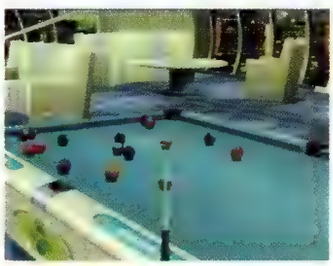
Pete Gasparelli

via e-mail

We asked Take 2, who informed us that the codes that you see at the end of the game were used for a competition in the Japanese version – and they simply weren't taken out for the UK release. Unfortunately, there's no way you can use them over here. Flippin' out! Way. What a show! What a show!



HEADERS AND VOLLEYS: Aim at their necks as they round the corner. Easy.



LOVING ANGLES INSTEAD: Sadly, there's no reward for ultimate pool mastery.

POST-MORTEM: Don't use the Kamikaze until after you're dead, advises Arthur Othieno. Cheers.

QUAKE 3 REVOLUTION

Dear PSM2,

I've recently been buying all kinds of magazines for the PlayStation 2, looking for *Quake 3 Revolution* cheats, but I can't seem to find any. I can only find Action Replay codes and walk-through guides. Can you tell me what's going on with the cheating industry?

Chris P

Essex

Freakin' gorgeous! Um...we had a word with EA, who tell us there's not a lot in the way of cheats for *Quake 3 Revolution* – mainly because they didn't want to ruin the fun.

However, you might want to have a look at PSM2's DVD for some slightly more underhanded methods – and pay a bit of attention to the next bloke...

QUAKE 3 REVELATION

Dear PSM2

I just found this great tip for *Q3R*. The trick with using Kamikaze is not to use it at all! If you're fragged when you have it, take some time to respawn so that some stumbling fool (mostly the 'bots) will come and blow your corpse up, thus triggering it off. This is much better than committing suicide and losing a frag.

Arthur Othieno

via e-mail

Tasty, very, very tasty. I'm a superstar! Oh, my ego!

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

SFEX3: Remember, hitting MP and MK does the new momentary stun combo – and it won't drain your super gauge. Use it together with a critical hit for a potentially massive and unblockable combo.

BLADE'S REVENGE: If you're attacking an enemy base, pick up a frisbee with the winch, get some momentum going on the approach, then let it go – it'll skid through, causing absolute havoc and mayhem everywhere.

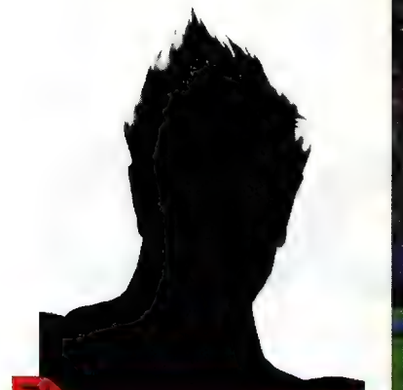
UNREAL: When you're using the pulse cannon, bear in mind that the damage it inflicts decreases with distance – use it for in-fighting around closed spaces. When you're out in the open, use the energy bursts instead of the beam.

NBA STREET: When you're playing in Showoff mode, don't worry too much about scoring – you can rack up the points just by pulling fakes and steals. If you're going to score, go for an Alley-Oop or a dunk.

THE BOUNCER: On your first run through, use Volt, build up his power and only buy the Shoulder Barge move. Spend your spare points on extra life, and you'll sail through to beat Dauragon. The other runs'll be easy.

QUAKE 3: When you've got the proximity launcher, try to scatter explosives around entrances and on bridges – but bear in mind that if you knock them into lava, you won't be awarded the frag.

BLOODY ROAR 3: If you can back your opponent into the corner, watch for them trying to break out – then use the Beast Drive to keep them trapped. Just watch out – if their gauge is full, they'll try the same thing.



TEKKEN THE NEXT LEVEL

This issue, it's the turn of Survival champion Dion 'Mishima' Verhoef – we've seen him do his Iron-Fisted thing on the video he sent us, and it's almost frightening. Think you're as good as him? Prove it by completing the challenges he sent us – and set the difficulty to Ultra Hard first. Take it away, Dion.

ARCADE MODE

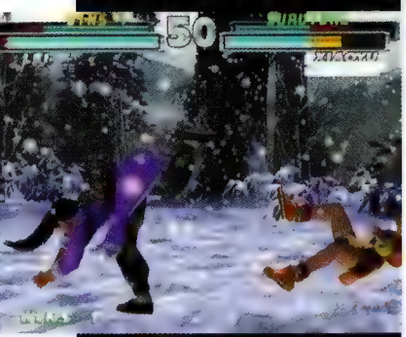
Challenge 1
Complete the game with at least four perfect victories.

Challenge 2
Set the time to 99, then complete the game with Time Ups only. You'll have to injure your opponent enough to win, but be careful you don't finish him off.

Challenge 3
Finish the game using tag moves only – that's tag moves or tag juggles. This works best with a team like Jin and Jun.

TEAM BATTLE MODE

Challenge 4
Let the CPU choose all eight characters by pressing START, then beat it up. Piece of cake.



SURVIVAL MODE

Challenge 5
See how many fighters you can beat by using the Unknown-Mokujin team.

Challenge 6
See how many fighters you can beat using only your right hand. Set the buttons however you like, so you'll only be able to access certain attack moves and tag – no moving or blocking.

GOLDEN BOOTS トクセンジョウホウ

WINNING ELEVEN 5

We'll be ripping *WE5* apart when it arrives over here as *ISS Pro Evolution* – but if you've bought an import copy, you probably can't wait that long. Shooto!

SHOOTING

If you've only got the keeper to beat, it might be worth trying a cheeky lob by pressing L1 and ▢.

Also, press ✕ or ○ immediately after pressing ▢, and you'll fake a shot – if your player's truly good enough, it's an ideal way to sneak around defenders.

SHOOTO! If you're outside the box, use about two-thirds of the power bar to keep the ball down.

CROSSING

If you've got a man by the near post, don't bother with a high cross – tap ○ twice for one at about head height, or three times for a low pass. If you're close enough in, pull back on the pad for an outswinger – they're the hardest shots to defend against.

PASSO-MAS! Crossing's best with a team who're strong in the air - Brazil just can't *do* headers.

FREE KICKS

The free kick physics have changed slightly, so if you're used to the previous games, you'll have to learn to curve and aim the ball again. If you're within 20 metres of the goal, press ↓ when you shoot – this will get the ball over the defensive wall. If you're beyond 25 metres, you'll have to press ↑ to give the shot more power.

KICKO! If you're not as clear as this, nudge it to a defender to get it around the wall.

DRIBBLING

If you're sprinting up the wing, use R1 to outpace any defenders you come across – but it gives you virtually no control over the ball, so use R2 the rest of the time. The L1 dribble seems almost useless, but the quicker dribble, assigned to the L2 button, is helpful. Remember – clicking down on R3 (the right Analogue stick) does a cheeky jump.

THE ONE-TWO

KCEJ have made the one-two pass a lot trickier, mainly because it was far too powerful in the other *ISS* games. To do it now, press R2 and ✕, then hit △ as the player receives the pass. You'll know if you've got it right, because the excitable commentator will yell 'One-two!' Handily, you can also do a high one-two by pressing ▢ instead of △, or do a fake one by pressing ✕ again.

GO-GO-GO-GOAAL! Revel in victory with Konami's new, *FIFA*-style scoring animations.

DEFENDING

When you're chasing a player with the ball, hold ✕ to follow them and try for a steal – or to really pile the pressure on, hit ▢ and ✕ together for a double-team. As for sliding tackles, you can steam in from the front, and you'll almost never be penalised. Hack 'em down.

BONUS TEAMS

If you're good enough, you'll find plenty of classic teams to test your ball control.

European All-Stars	Win International Cup
World All-Stars	Win League Mode
European Classic team	Win the European Cup with Italy, England or Yugoslavia
Dutch Classic team	Win European Cup with the Dutch
German Classic team	Win European Cup with Germany
Brazil Classic team	Win American Cup with Brazil
Argentina Classic team	Win American Cup with Argentina

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog venom, then invite our mates round...

WIN! QUAKE STUFF

Fancy winning a *Quake*-themed fleece, keyring and sticker combo? Keep sending us your proudest achievements on PS2's most ludicrously violent game – **whoever impresses us most gets the gear.**

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with the most exciting games-related gumph we can find. Whoever impresses the cold, unflinching Challenge Ninja most – whether by an outstanding single score or a sterling performance throughout – gets the prize.

GET FAME AND RESPECT!

Ninjas tend not to reveal their faces – it helps them get away with stabbing all those people in the throat. Don't let that stop you, though – if you've got a message you need to get to the world, or even if you simply want to impress members of the opposite sex, send us a photo and some of your musings. We'll print the worthiest warriors in every issue. **PSM2**

HOW TO ENTER

You'll need to provide photographic evidence of your achievements – see How To Prove It on pg98. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for the competition's **Monday 23rd July** – get those entries in.

SSX

TOP SCORES

Snowdream	**328,585**	**Kris Emeny**
	200,210	Richard Dixon
	190,020	Dominic Dixon
	180,090	John Lee
	164,125	Richard Carter
Elysium Alps	**513,765**	**Kris Emeny**
	490,775	Richard Dixon
	430,670	Dominic Dixon
	420,450	John Lee
	410,980	Richard Carter
Merqury City	**431,620**	**Kris Emeny**
	408,200	Richard Dixon
	376,020	Dominic Dixon
	324,440	John Lee
	318,450	Richard Carter
Mesablanca	**313,320**	**Matthew Kent**
	312,960	Richard Dixon
	290,200	Dominic Dixon
	220,035	Richard Carter
	212,120	John Lee
Tokyo Megaplex	**330,821**	**Kris Emeny**
	300,340	Richard Dixon
	282,450	Dominic Dixon
	233,670	Richard Carter
	229,560	John Lee
Pipedream	**636,450**	**Justin Hope**
	633,430	Paul Woodall
	629,480	Darren Skeet
	626,435	Ian Collis
	625,175	Dean Carr

TOP TIMES

Snowdream	**1'56"80**	**Paul Fletcher**
	1'58"01	Paul Herold
	1'59"25	Tim Schofield
	1'59"90	Andy Roberts
	2'02"55	John Lee
	2'05"34	Richard Carter
Elysium Alps	**4'08"35**	**Jack Pope**
	4'09"32	Paul Fletcher
	4'17"90	M Langford
	4'19"20	Paul Herold
	4'22"24	Andy Roberts
Merqury City	**2'45"09**	**Paul Fletcher**
	2'55"67	Paul Herold
	2'57"43	Andy Roberts
	2'58"20	Tim Schofield
	3'01"21	Richard Carter
Mesablanca	**2'22"82**	**Jack Pope**
	2'24"12	David Mulholland
	2'30"82	Iain Jackson
	2'40"38	Paul Fletcher
	2'44"36	Paul Herold
Tokyo Megaplex	**2'46"14**	**David Hipperson**
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
	3'22"33	Paul Herold
	3'24"80	Andy Roberts
Aloha Ice Jam	**1'53"57**	**Paul Fletcher**
	1'54"25	Will Masters

TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**2'38"8**	**Chris Owen**
	2'55"3	Mark Danson
	3'00"4	Marcus Doe
Chinese	**2'40"2**	**Chris Owen**
	2'44"1	Mark Danson
	2'47"2	Marcus Doe
Cyberden	1'27"8	Paul Fletcher
	1'42"6	**Chris Owen**
	1'44"1	Mark Danson
Village	1'05"2	Paul Fletcher
	1'12"8	**Mark Danson**
	1'15"9	Chris Owen
Chemical Plant	**0'37"4**	**Paul Fletcher**
	0'59"3	**Chris Owen**
	1'01"9	Mark Danson
Planet-X	**1'22"9**	**Paul Fletcher**
	1'37"1	**Mark Danson**
	1'40"6	Chris Owen
Mansion	**1'38"3**	**Mark Danson**
	1'45"2	Chris Owen
	1'48"1	Marcus Doe
Docks	**1'32"4**	**Chris Owen**
	1'35"3	Mark Danson
	1'37"2	Marcus Doe
Spaceways	**1'12"2**	**Mark Danson**
	1'15"7	Chris Owen
	1'17"8	Marcus Doe

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

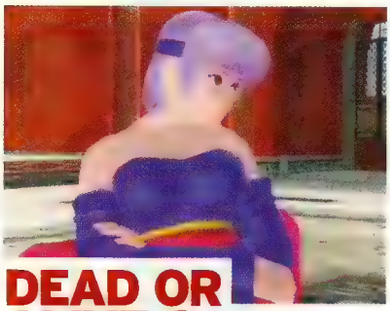
370 Wins Law and Paul	**Dion Verhoef**
89 Wins Gun Jack and Jack-2	Frank Donham
56 Wins Jin and Kazuya	Trevor Thompson
31 Wins Law and Paul	Amir Chaumoo
27 Wins Yoshimitsu and Bruce	James Vile

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
249 Points Anna and Heihachi	Gavin Eastwood
237 Points Julia and Kazuya	Sam Roberts
221 Points Lee and Eddie	Eric Jacques
218 Points Lee and Eddie	Jim Evans

TIME ATTACK MODE

5'30"23 Jin and Paul	**Sam Roberts**
5'35"37 Ganryu and Baek	Gavin Eastwood
5'46"90 Bruce and Bryan	Duncan Richards
6'00"21 Lee and Eddie	Eric Jacques
6'02"21 Lee and Eddie	Jim Evans



DEAD OR ALIVE 2

SURVIVAL MODE

24 Wins	**David Peacock**
14 Wins	George Ridgley
13 Wins	Johnny Chapman
12 Wins	Andrew Hunt
11 Wins	Craig Vaughan

TIME ATTACK MODE

1'47"37	**David Peacock**
6'30"46	George Ridgley
6'45'09	Andrew Hunt
6'50"02	Johnny Chapman
7'00"21	Craig Vaughan

MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'04"450	Doug Bradbury
2'05"321	Andrew Perry
2'11'276	David Peacock

FRENCH GP PAUL RICARD

1'19"670	**Shaun Hewer**
1'22"543	John Hamilton
1'23"550	Ed Dawson
1'23"666	David Peacock
1'25"452	Doug Bradbury

SPANISH GP PEREZ

1'42"448	**Shaun Hewer**
1'44"022	John Hamilton
1'45"230	Ed Dawson
1'46"298	David Peacock
1'47"321	Doug Bradbury

BRITISH GP DONINGTON

1'30'662	**Shaun Hewer**
1'32'232	David Peacock
1'32"459	John Hamilton
1'34"432	Ed Dawson
1'36"431	Doug Bradbury

PACIFIC GP MOTEGI

1'49"496	**Shaun Hewer**
1'53"944	David Peacock
1'54"990	John Hamilton
1'55"231	Ed Dawson
1'57"532	Doug Bradbury

RIDGE RACER 5

PARKTOWN

0'57"290	**Matt Kerrigan**
0'59"231	Doug Bradbury
0'59"298	Ed Dawson
1'02"233	Keith Townsend
1'05"566	David Watts

OUTER PASS

1'13"333	**Matt Kerrigan**
1'15"390	Ed Dawson
1'17"980	Doug Bradbury
1'17"996	Keith Townsend
1'21"323	David Watts

ABOVE THE CITY

1'23"345	**Matt Kerrigan**
1'25"235	Ed Dawson
1'26"312	Keith Townsend
1'28"353	Doug Bradbury
1'29"656	David Watts

BAYSIDE LINE

2'07"900	**Matt Kerrigan**
2'10"656	Ed Dawson
2'11"234	Doug Bradbury
2'12"321	Keith Townsend
2'13"895	David Watts

99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Ed Dawson
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts

RACE RECORDS

PARKTOWN

2'58"123	**Matt Kerrigan**
2'59"324	Ed Dawson
3'01"536	Doug Bradbury
3'03"298	David Watts
3'05"295	Keith Townsend

OUTER PASS

3'41"533	**Matt Kerrigan**
3'45"193	Ed Dawson
3'46"331	Doug Bradbury
3'47"590	David Watts
3'49"987	Keith Townsend

ABOVE THE CITY

4'12"436	**Matt Kerrigan**
4'13"255	Ed Dawson
4'14"433	Doug Bradbury
4'16"056	Keith Townsend
4'18"903	David Watts

BAYSIDE LINE

6'12"990	**Matt Kerrigan**
6'13"212	Ed Dawson
6'14"450	Doug Bradbury
6'18"070	Keith Townsend
6'19"001	David Watts

PSM2 GAMER OF THE MONTH

DION VERHEOF

As if Dion's ludicrous score of 370 Survival wins in *Tekken Tag* wasn't enough, he also tells us he's a fan of Jet Li films and four-player *'Splitters* marathons. Nice one, Dion - send us a picture next time, eh?

If you reckon you've got what it takes to be a PSM2 Gamer of the Month, then we want to know what manner of creature you are before we start dishing out some, unique, collectible and potentially dangerous gaming-related tat. We've been busy scoring some incredible gear from the people who make the games you play. Want some? then don't forget to send a photo of yourself with your entry.

TRAINING TIP OF THE MONTH
#02 COUNTERING

The most contemptuous - and fun - way of dispatching your opponents in *Tekken Tag* is to turn their own attacks against them. Here's how.

STEP 1:

STEP 2:

STEP 3:

›TRAIN YOUR FINGERS SO THAT/

IN THE DOJO

The PSM2 Challenge Ninja invites you into his domain. And hits you with a cane while you do sit-ups with your feet tied to a tree.

KUNG-FU GRIP OF THE MONTH
#02 THE SSX TALON

SSX has one of the most advanced sets of movements on the PS2 – every single button has a function, and you can't afford to miss them mid-race.

Keep the firmest grip on the pad with your right hand – you should always be ready to hit prewind with the middle of your thumb, while constantly holding down boost with the tip.

This also leaves your left thumb floating free for grind-stabilising turns on the D-pad, carving on the Analogue and occasional course-correcting stabs of the SELECT button. Your index and middle fingers stay permanently hovering above the shoulder buttons for point-snatching grabs, natch.

LIKE AN EAGLE: Keep those movements smooth - you don't want to slip off the Analogue.

BLACK BELT CHALLENGES

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompson's Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them – or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN

5 CHALLENGES – 2nd DAN

7 CHALLENGES – 3rd DAN

THE RULES

- To enter, just send us a completed entry form with the required proof. If you don't fancy cutting up your copy of PSM2, photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

- If you're allowed to use cheats, we've mentioned it in the challenge. Otherwise, foul play invites instant blowfish-venom-tipped-blowdart retaliation. We know a doctored score when we see it.
- Unfortunately, we can't return photos or videos.
- Make your messages as nutty as you like – everyone else has – but don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

Taking photos

The best bet's to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos

Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

WIN!

The winner gets a finished copy of MGS2 a week before it hits the shops. Plus a PS2 with Metal Gear Solid 2 graphics, a Metal Gear Solid 2 memory card and a Metal Gear Solid 2 DualShock 2. Oh, and a signed Hideo Kojima poster.

METAL GEAR SOLID 2

You can still win the first UK copy of MGS2 – but there's been a slight change of plan...

As you'll already know, MGS2 is going underground. As part of the media blackout, the KCEJ league table has shut down – so there's been a slight change to how the competition runs.

THE RULES

- As of now, we need video evidence showing you going through your run. Set it going on the main menu, and don't shut it off until Olga hits the deck.
- If you've already entered, don't worry – your score still counts.
- Play with Radar Type 2, on the normal difficulty level.
- If you don't include a completed entry form – or a copy of it – with your entry, *your score won't count*. We'll only be checking the winning entries, not watching everyone's videos with a stopwatch.

THE TOP TEN

	Name	Time	Shots			
1	Ian Lammin	2:36	5	**6**	Basharai Ali	7:05	66
2	Tom Kennedy	3:19	11	**7**	Alan Wigzell	8:35	31
3	Adam Craggs	3:45	9	**8**	Tom Lambert	8:54	44
4	David Peacock	3:47	11	**9**	David Murdock	9:01	23
5	Chirag Maher	5:36	33	**10**	Adam Richmond	9:09	54

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name ..... Age .....
Address .....
.....
.....

I've got the following scores...

Game ..... Score .....

MGS2 Challenge...

Ranking: Time: Shots fired:
Clearance code:

And I've also completed these challenges...

SSX ❑
Sky Odyssey ❑
Tekken Tag Tournament ❑
TimeSplitters ❑
Rayman Revolution ❑
Star Wars: Starfighter ❑
Dead Or Alive 2 ❑
Moto GP ❑
Z.O.E. ❑
Ridge Racer 5 ❑

And my message to the world is...

STUDENT

STAR WARS: STARFIGHTER

The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.
The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.
The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

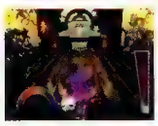
The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.
The Proof: A photo of the assessment screen with your rating on it.
The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

SENSEI

SSX

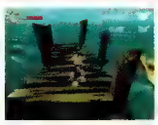
The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.
The Proof: A photo of the hi-score table with your time on it.
The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT



The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.
The Proof: A photo of the results screen, with your characters on it.
The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION



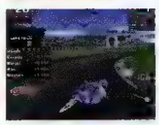
The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?
The Proof: A photo of the screen showing you how many Lums you've collected... with more than 900 on it. Obvious, really.
The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.
The Proof: A photo of the hi-score table with your initials on it.
The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

MOTO GP



The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.
The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.
The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.
The Proof: A photo of the car selection screen with the Caddy on it.
The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS

The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.
The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.
The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.

The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.
The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.
The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.

DOJO GRADUATES

FIRST DAN
Cory Harrold – Whatever happened to Rich Pelley? *(He sits near us – PSM2)*
Madeleine Langford – Now I know that there's a competition, I'll start practising.
Dan Harold – If Tina S-Clubs reading, I'd like to offer her my hand in marriage. Any chance?
Paul Fletcher – Buy this mag! It's too good for words!

SECOND DAN
David Peacock – *Ally:* Woof! Woof! Do you want a chicken-stick, Bonnie? *Bonnie:* No. Woof! I'm sick of eating everything. *Ally:* OK. *(We're as confused as you – PSM2)*

THIRD DAN
David Allen – I am the greatest gamer of my generation.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

RED FACTION

PART 1 COMBAT GUIDE

The walls are collapsing, the guards are closing in... and you're juggling a briefcase of heavy weaponry. Avoid confusion with PSM2's insider's guide.

AIM OF THE GAME

You play Parker, a rookie miner thrust to the head of the Red Faction revolution. Starting as an unarmed lackey on Mars, you've got to uncover the dark secrets of a mysterious plague, usurp the mighty Ultor Corporation and eliminate a squadron of battle hardened mercenaries. Easy, really.

Through the course of your travels you'll master an arsenal of 15 weapons and become a dab hand with various high-speed assault vehicles. It's imperative to sharpen your basic attack skills, and save regularly, because death could be lurking round the very next corner. Above all, keep the ammo stacked high. The Grim Reaper's got little to say to a fusion rocket-launcher.

WHAT WE SAID...

PSM2 ISSUE #10 JUNE 2001

"When Volition optimise the split-screen Deathmatches and tighten the game structure – it's not always clear where to go – we're looking at an explosive interactive movie on PS2."

WHAT WE SAY NOW

The extract above comes from our preview – you can get the full low-down on *Red Faction* on pg44...

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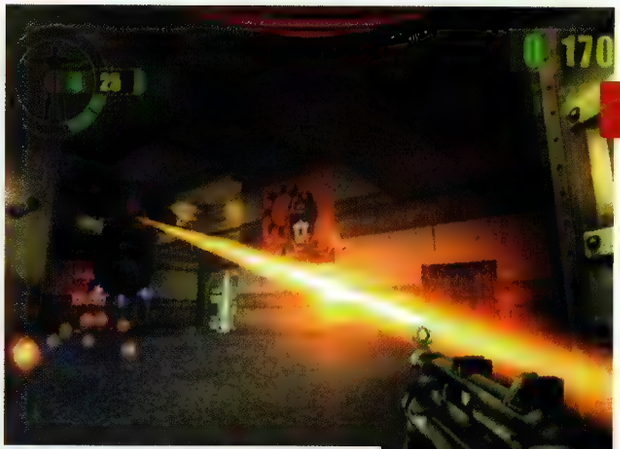


TEN KEY TIPS

1 SHOOT CIVILIANS

Morally corrupt, practically sane. They usually drop health packs and would only block your path otherwise. But go easy in the stealth levels.

2 DUCK AROUND CORNERS

Strafe and duck around corners with your back to the wall. If a guard spots you, he won't have time to react to your lower position.

3 SURVIVING STEALTH MISSIONS

The guards are proximity triggered – so take your time, hide and keep your distance. If someone spots you, shoot 'em before they hit the alarm, then hide the body.

4 SURFING IN THE SUB

Quick tip. Take the submarine right to the water's surface before exiting. You'll emerge on top of it ready to defend yourself.

5 KEEP RELOADING

Reload your weapon after every battle. A jammed gun could spell disaster since surprise attacks are frequent.

6 SHORT, SHARP, CONCENTRATED

Don't shoot an unsuspecting guard until he's locked in your sights. A quick kill saves ammo and stops him alerting his mates.

7 CRATES AND CORNERS

Scout dark corners and shoot loose crates for extra ammunition. Don't forget to open the silver medical boxes or chests.

8 MEDICS

Pop your gun in its holster with ← and ask the guy for a health injection. Stay frosty unless guards storm in unannounced.

9 STEAM AND GLASS

Shoot steam pipes and windows to cause peripheral damage to guards and scupper their aim.

10 AUTO EMPLACEMENTS

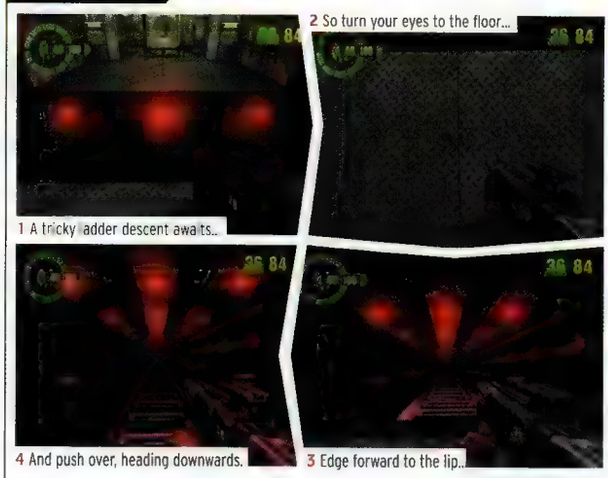
Don't destroy the manned gun turrets. Just nail the operator and take charge yourself. The guards won't stand a chance.

LADDERS AND JUMPS

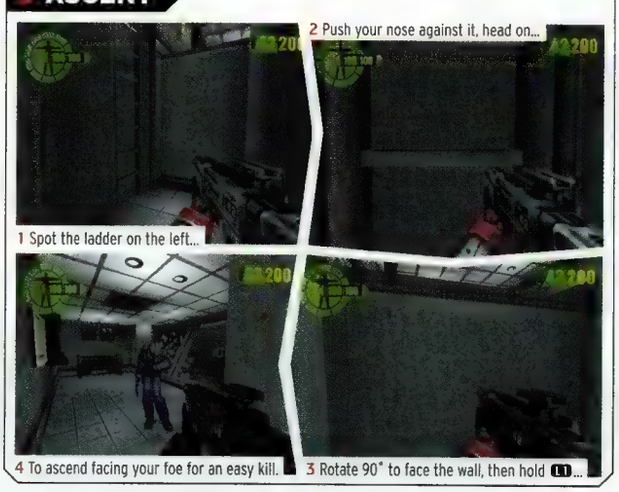
Negotiating ladders can be tricky. To alleviate the problem, always keep an eye on your 'feet' when moving up and down or, preferably, use L1 and L2 to climb and descend. This way, you can ascend while holding the targeting position – and get the first shot on any guard lurking above. When descending, keep your eyes fixed to the rungs of the ladder.

If jumping gives you problems, keep an eye on the floor to avoid slipping off the platforms. While jumping is kept to a sensible minimum in the single-player game, it can be a useful tool to escape heavy fire. When your energy's low try bouncing through the room while weaving left and right – ridiculous, but effective.

1 DESCENT


1 A tricky ladder descent awaits...
2 So turn your eyes to the floor...
3 Edge forward to the lip...
4 And push over, heading downwards.

2 ASCENT


1 Spot the ladder on the left...
2 Push your nose against it, head on...
3 Rotate 90° to face the wall, then hold L1...
4 To ascend facing your foe for an easy kill.

TOP OF THE SHOTS

With 15 weapons to choose from, it's important to prioritise your choices. There's no point attacking a horde of Mercs with a 12mm pistol, for example. Conversely, don't think explosive weapons are always a better choice. In tight spaces, as always, you're more likely to injure yourself when using a rocket-launcher. Taking all situations into account, we've compiled a definitive rankings table to help you choose your weapons, with the best all-purpose weapon at Number One.

1 HEAVY MACHINE GUN

The best general weapon, with a huge ammo reserve and phenomenally fast fire rate. Sadly, its availability is limited only to the later levels.

Secondary Fire: Reduced rounds-per-second, with more accuracy.
Ammo: 99/240
Reload Rate (1-10): 9
Range (1-10): 8
Accuracy (1-10): 6
Power (1-10): 9
Best Used When: Attacking any large group of guards, including Mercs.

2 PRECISSION RIFLE

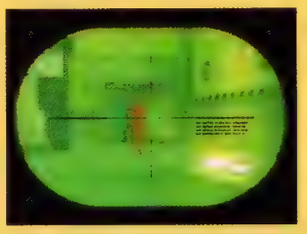
A neat compromise of power and range. The weapon of choice for the elite Merc guards – and it shows.

Secondary Fire: Sniper fire
Ammo: 20/80
Reload Rate: 6
Range: 9
Accuracy: 8
Power: 8
Best Used When: Pin-pointing singular Mercs.

3 RAIL DRIVER

The thermal radar lets you pick off foes through walls – ideal for clearing rooms before you enter. Slow reload and unforgiving accuracy hampers its use against large groups. Still, a unique, irreplaceable weapon for the softly, softly terror of the tricky final levels.

Secondary Fire: Thermal scope
Ammo: 1/10
Reload Rate: 4
Range: 6
Accuracy: 5
Power: 9
Best Used When: Stalking tough foes, especially Mercs.



4 ASSAULT RIFLE

A great all-purpose weapon, available relatively early in the game. If you can keep it stocked with ammo, this will rarely let you down – the limited power only shows against the more heavily-armoured Mercs.

Secondary Fire: Continuous auto-fire
Ammo: 42/200
Reload Rate: 7
Range: 7
Accuracy: 7
Power: 7
Best Used When: Attacking groups of standard guards.

5 FUSION ROCKET-LAUNCHER

Super-limited availability and so devastating it must be used from great range. Great for clearing large groups and disabling heavy machinery.

Secondary Fire: None
Ammo: 1/5
Reload Rate: 2
Range: 8
Accuracy: 3
Power: 10
Best Used When: Attacking distant gun emplacements, armed bases and large bases. Use in open-air or large cavernous areas.

6 ROCKET-LAUNCHER

Perfect for destroying scenery and dealing with flying robots. Fiddly accuracy and the threat of blowing yourself up hampers its use against singular foes in architecture-heavy spaces.

Secondary Fire: Homing missiles
Ammo: 6/18
Reload Rate: 5
Range: 7
Accuracy: 6
Power: 8
Best Used When: Destroying watchtowers, bridges and smashing walls.

7 SNIPER RIFLE

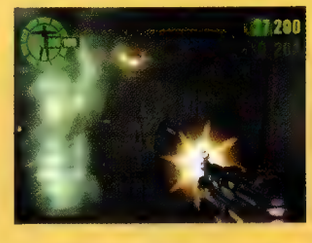
For picking off foes across distant ravines, this has no peer. Perfect for the stealthy approach against standard guards, but too weedy to trouble the tougher foes like the Mercs. It does switches, too.

Secondary Fire: Sniper zoom.
Ammo: 6/36
Reload Rate: 4
Range: 10
Accuracy: 7
Power: 6
Best Used When: Creeping towards distant singular targets – get a head shot in for a swift kill.

8 SUB-MACHINE GUN

A poor man's assault rifle. High fire rates, but jerky aiming and frequent reloads. The large ammo reserve mostly atones for its other faults. Useful twin chamber system lets you switch between 5.56mm and heavier 12mm rounds.

Secondary Fire: 12mm rounds
Ammo: 30/200
Reload Rate: 6
Range: 6
Accuracy: 5
Power: 6
Best Used When: Attacking one or two standard guards.



9 AUTOMATIC SHOTGUN

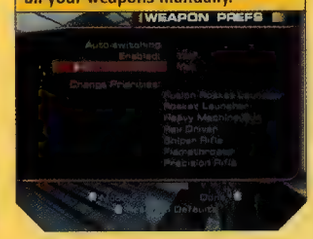
The most satisfying weapon and certainly a boon at close range. Wobbly long distance accuracy hampers its all-purpose use.

Secondary Fire: Eight continuous shots
Ammo: 8/48
Reload Rate: 6
Range): 4
Accuracy: 5
Power: 7
Best Used When: One-to-one, close-range combat.

TOP TIP

BANG ON

If you're sick of picking up the rocket-launcher and accidentally blowing yourself up, go to the Options menu, Weapon Prefs and select Skip Explosives, Yes. The item will be added to your menu, not made an automatic choice. Lovely. Alternatively, select Auto Switching, Enabled, No and choose all your weapons manually.



10 FLAME-THROWER

Great fun and surprisingly lethal, but there's a threat that burning guards will chase you, causing damage. Worse, you can't take ammo off a smouldering guard without taking hits. Hopeless at range.

Secondary Fire: Petrol bomb.
Ammo: 10 bombs
Reload Rate: 6
Range: 4
Accuracy: 5
Power: 6
Best Used When: Picking off group stragglers.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THE OPPOSITION

As you move deeper into Ultor territory, the standard of security makes an exponential leap. If you thought the standard baton-wielding guards were trouble, wait until the Mercs start to arrive. These nimble, heavily-armoured suckers can kill you with one shot of a rail driver. To give you the cutting edge, we've compiled this insider's guide to the opposition. If they've got an exploitable weakness, you'll find it below.

1 ULTOR GUARD

Occupy Ultor's administration facilities. Individually weak, but dangerous in groups due to their amassed fire-power. Split 'em up with an explosive weapon and pick off the survivors with an assault rifle.

Speed: 4
Intelligence: 4
Fire-power: 3
Armour: 4
Weapons carried: pistol, baton, assault rifle
Attack with: pistol, assault rifle, flame-thrower, grenades

トリビア TOP TIP

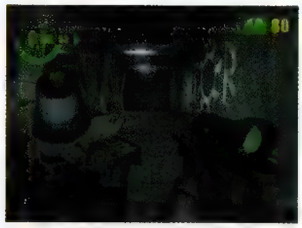
VANDALISM

Take down towers by shooting out their two facing legs – it'll collapse crushing the guards inside. Similarly, shoot bridges at adjacent ends to send the central section tumbling into the abyss.

2 ENVIROSUIT GUARD

Souped-up versions of the standard guards, with better weaponry and improved armour. You really have to attack these guys with decent automatic weaponry, and make sure they go down first time.

Speed: 4
Intelligence: 4
Fire-power: 5
Armour: 5
Weapons carried: assault rifle, rocket-launcher
Attack with: sniper rifle, assault rifle



3 MERCENARY

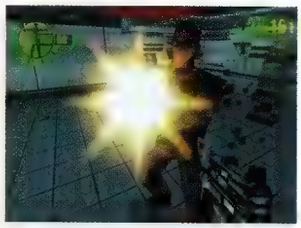
Lethal. In the Merc stronghold, scout each room from the outside with the rail driver's thermal radar and pick them off before you enter. At close range, keep moving and use the precision rifle. If they manage to draw a bead, you'll probably die straight out.

Speed: 7
Intelligence: 7
Fire-power: 9
Armour: 8
Weapons carried: rail driver, precision rifle, heavy machine gun
Attack with: as above

4 ELITE GUARD

If you've got a weedy weapon – just run away. Their armour can soak up *loads* of hits – a head shot is your only safe option. However, a downed Elite Guard often leaves decent goodies.

Speed: 6
Intelligence: 6
Fire-power: 6
Armour: 7
Weapons carried: sub-machine gun
Attack with: assault rifle, sub-machine gun



11 12MM PISTOL

Never write off your standard kit. Used in a focused, efficient manner this can kill standard guards almost as effectively as the fully automatic weapons.

Secondary Fire: Silencer
Ammo: 16/200
Reload Rate: 6
Range: 6
Accuracy: 7
Power: 5
Best Used When: Attacking standard guards. Stealth kills.

12 GRENADES

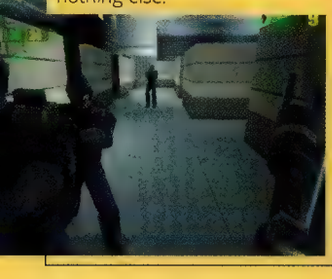
Too slow and inaccurate to trouble moving guards, but very handy for nailing those in bunkers. A useful complement to your standard armoury.

Secondary fire: Four-second timer.
Ammo: 8
Reload Rate: 3
Range: 5
Accuracy: 5
Power: 6
Best Used When: Attacking tightknit, unsuspecting groups of guards.

13 BATON

Surprisingly effective up close but, really, you'll want to replace this weapon as soon as possible.

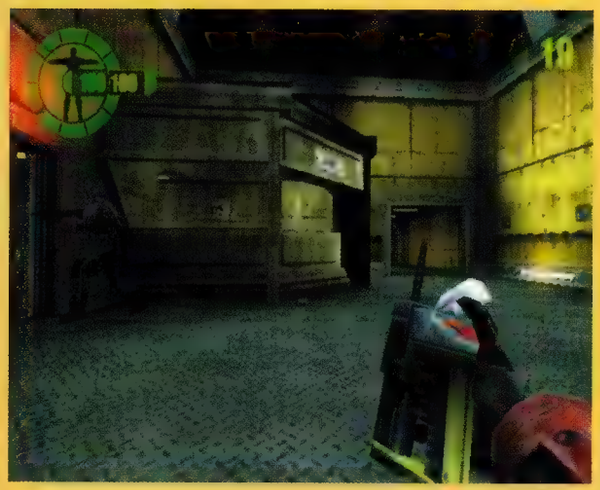
Secondary Fire: A tazer option.
Ammo: N/A
Reload Rate: 9
Range: 2
Accuracy: 3
Power: 2
Best Used When: There's nothing else.



14 REMOTE CHARGES

Great for blowing paths through scenery but ineffective against all but the most unsuspecting of guards.

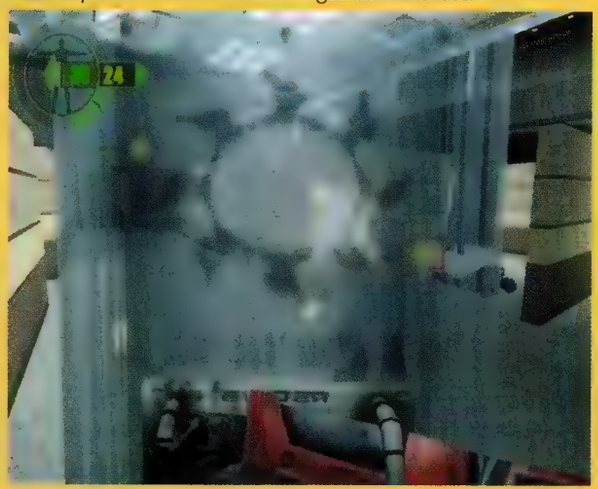
Secondary Fire: None
Ammo: 20
Reload Rate: 4
Range: 3
Accuracy: 8
Power: 7
Best Used When: Blowing walls. Torturing guards.



15 SHIELD

OK, it's not much of a weapon – and you can get through the game without it – but the shield can help you sprint through troubled areas when you haven't got the ammo to slug it out.

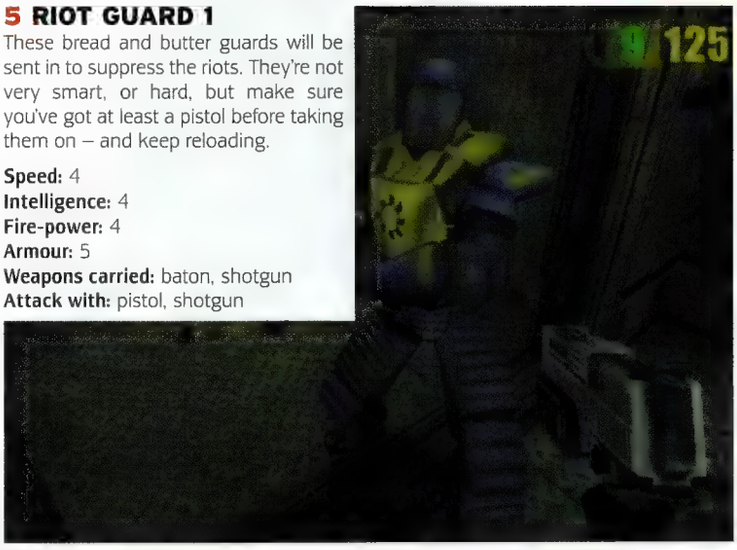
Secondary Fire: None
Ammo: N/A
Reload Rate: N/A
Range: 1
Accuracy: N/A
Power: N/A
Best Used When: Facing heavy fire with low health. Gun emplacements. Smacking guards in the face.



5 RIOT GUARD 1

These bread and butter guards will be sent in to suppress the riots. They're not very smart, or hard, but make sure you've got at least a pistol before taking them on – and keep reloading.

Speed: 4
Intelligence: 4
Fire-power: 4
Armour: 5
Weapons carried: baton, shotgun
Attack with: pistol, shotgun



6 MUTANT BEASTS

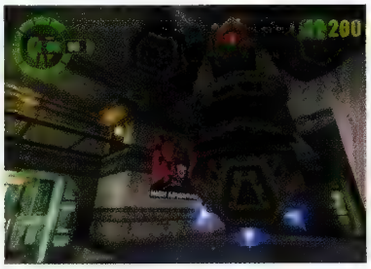
These prowl the entrance to Capek's lair and move at lightning speed. Their skin acts as natural camouflage, so keep your eyes peeled. When spotted, take 'em out quick before they can get in close and harm you. Don't get caught with an unloaded weapon, they don't need a second chance to do you harm.

Speed: 9
Intelligence: 5
Fire-power: 2
Armour: 5
Weapons carried: None
Attack with: assault rifle, sub-machine gun

8 SENTINEL 'BOTS

Appear infrequently, but can destroy you in seconds. Keep moving at all costs, and bear in mind they can destroy the scenery you hide behind. Pop off a rocket, move while they shoot, then fire again. About four rockets will do it.

Speed: 6
Intelligence: 7
Fire-power: 10
Armour: 8
Weapons carried: machine guns and rocket-launcher
Attack with: rocket-launcher, heavy machine gun



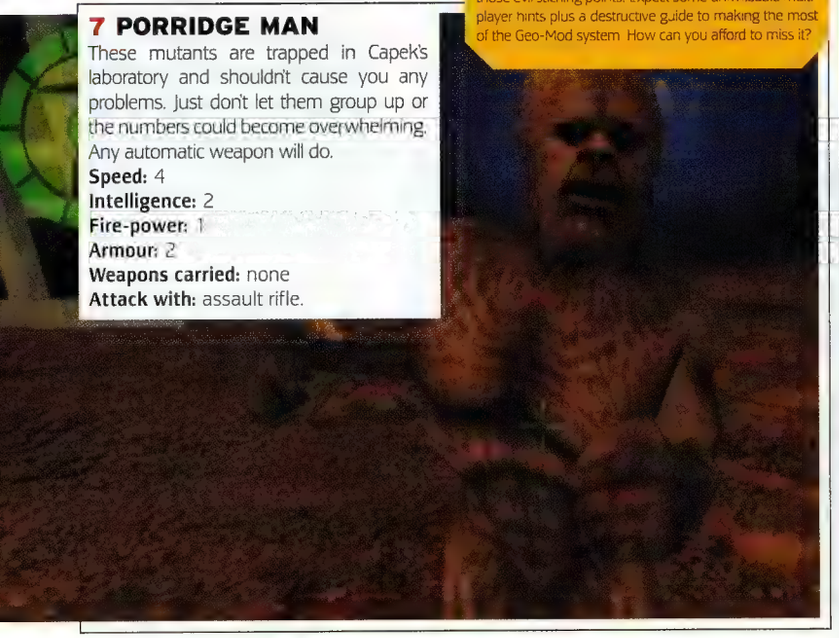
NEXT ISSUE

We take the game apart from start to finish... nailing all those evil sticking points. Expect some unmissable multi-player hints plus a destructive guide to making the most of the Geo-Mod system. How can you afford to miss it?

7 PORRIDGE MAN

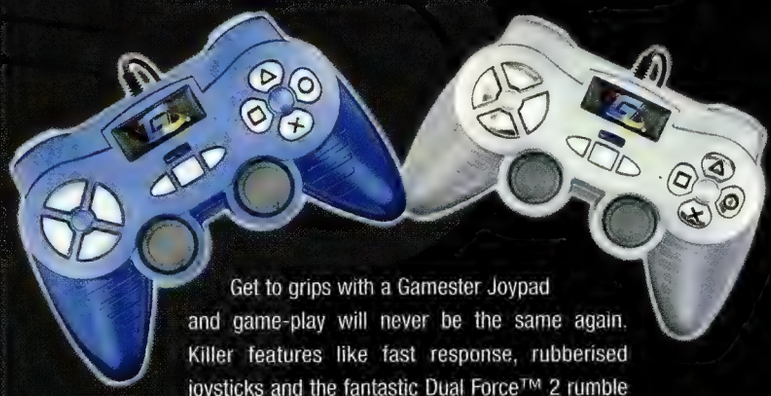
These mutants are trapped in Capek's laboratory and shouldn't cause you any problems. Just don't let them group up or the numbers could become overwhelming. Any automatic weapon will do.

Speed: 4
Intelligence: 2
Fire-power: 1
Armour: 2
Weapons carried: none
Attack with: assault rifle.



Quality Control

Gamester Dual Force™ 2 Joypad for PlayStation 2™
Power and performance at your fingertips



Get to grips with a Gamester Joypad and game-play will never be the same again. Killer features like fast response, rubberised joysticks and the fantastic Dual Force™ 2 rumble feedback, put you right into the heart of the action. But that's not all. Check out the 12 analogue buttons with 256 levels of pressure control, the single mode switch for Analogue, Digital or NegCon, the durable build quality and sleek ergonomic lines of a Joypad that's designed to put **you** firmly in control. Available in black, metallic blue or silver, it's the essential PlayStation 2 accessory. ***Also PSone compatible.***

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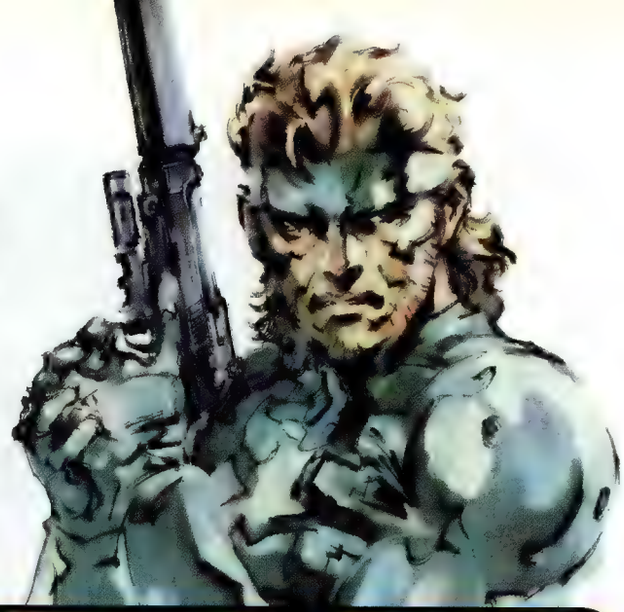
GAMESTER®

THE UNFAIR ADVANTAGE

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

METAL GEAR SOLID 2: SONS OF LIBERTY



PART 2 EXTENDED PLAY As *MGS2* submerges, you're going to have to eke every last bit of fun out of that demo. Fortunately, PSM2's on hand with a silenced SOCOM and luxurious mullet to show you how.

METAL GEAR SOLID 2
SONS OF LIBERTY™

AIM OF THE GAME

Well, you're trying to win our exclusive *MGS* boxed sets, and the first UK PAL copy of *Sons Of Liberty*, aren't you? To do that, you'll need to beat off some hefty competition – and if you haven't started practising yet, you're already two months behind. We've been getting some excellent scores – but we've also had a fair few atrocious ones, which is why we've decided to give you some strategic hints. But wait... there's more.

SNAKE BITES

After a few hours being silent and lethal, it all gets a bit much – so we've spent quite a while causing merry havoc, taunting the guards and marvelling at new touches we've discovered. Thought you'd seen it all when you kissed the poster? Well, think again.

WHAT WE SAID...

PSM2 ISSUE #6 APRIL 2001

"*MGS2* not only meets expectations, it shatters them in a cloud of bullets and splintered glass. Unlike The Phantom Menace, Kid A or the Appleton sisters' acting debut, *MGS2* really does live up to the hype."

WHAT WE SAY NOW

Sons of Liberty looks set to be the first game that can truly lay claim to the title of 'interactive film'.

90

IT'S ALL IN THE DETAIL

Obviously, you've already read PSM2#09, where we discussed the joys of stuffing guards into lockers, smashing bottles and hobbling elite troopers. You've probably even discovered some extras yourself – in between firing tranqs into people's groins. But we're willing to bet you've barely scratched the surface. Here, in excruciating detail, is our guide to everything Snake-like.

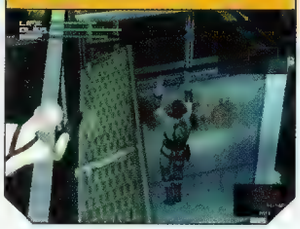
1 HEAD-SPINNING

On your Codec screen, you can move the cameras around Otacon and Snake with the Analogue sticks, as well as zooming in and out with the shoulder buttons. Whimsical!

TOP TIP

HANGING TOUGH

If you want to get yourself shot, try hanging over the side of the ship when you're fighting Olga. She laughs and peppers you with bullets.



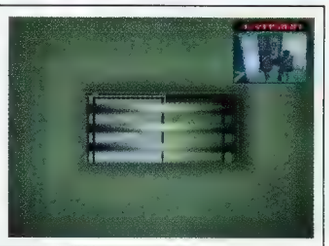
2 FAKING IT

If you're surrounded, and you haven't got *any* ammo left, try this. Select an empty mag from your inventory, then hold down the fire button. When Snake brandishes the clip, the bad guys assume it's a grenade and hold their fire. Unfortunately, they soon realise it's a trick – just throw it and run. Flippant!

3 FILTH-MONGERING

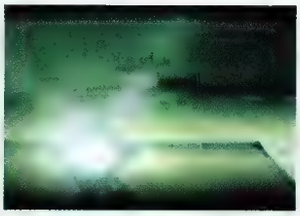
In the locker area, leave one of the poster-lovelies on display, then alert a guard – it's easiest to just rattle off a quick round with the USP.

Quickly shut yourself inside a nearby locker, then peer outside. When the guards enter the room, they'll be entranced by the poster, then scurry off. Saucy!



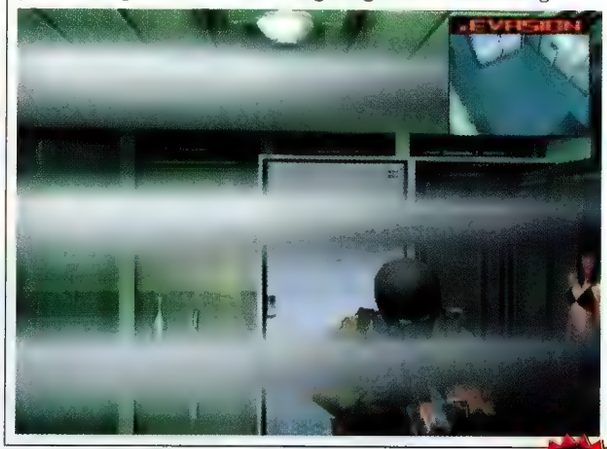
4 OVER THE EDGE

Go to the upper deck on the stern of the boat near the wet cardboard box. Sneak in between two vents and wait for the guard to pass in front of you. When he does, pop out with a quick one-two punch and you'll knock him over the edge, starting a quick cut-scene. Merciless!



5 HEAD BANGING

Is there *anything* Mr Kojima can't do with those analogue buttons? While you're inside a locker, hold R1 to peer through the grill at the front for a better view – but press it down too quickly, and you'll bang your head against the door, alerting the guards. Embarrassing!



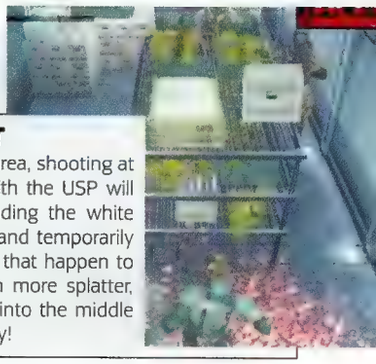
6 SNAKE CHARMING

After reading our last issue, we trust you've already tried calling up Otacon while looking at *those* posters – only to uncover one of the most disturbing moments in the game. If you want yet more smut, try backing up against the locker door and tapping it. Hitting high – with your gun armed – will make a 'Boing' noise, but going low... will do something else entirely. Sordid!

TOP TIP

THROUGH THE KEYHOLE

When you're opening doors, hammer the A button to do it faster. This can be vital for avoiding certain patrols.



7 FOOD FIGHT

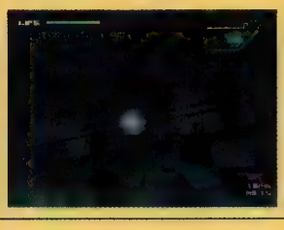
In the food storage area, shooting at the bags of flour with the USP will puncture them, sending the white stuff everywhere – and temporarily blinding any guards that happen to be nearby. For even more splatter, lob a stun grenade into the middle of the melons. Messy!

RUN, SOLID, RUN

Finished sight-seeing? Right. If you want to stand a chance of winning our *MGS* goodies, this is where you need to pay attention. The world's top player can complete the level in 1 minute, 34 seconds, firing only four shots at Olga. Following the plan below, PSM2 can consistently do it in just under 2 minutes, with six shots fired. The rest's up to you...

1 ON THE DECK

From the start, run right – and instead of climbing onto the first platform, dash around it to the set of steps nearest the starboard entrance. If you time it right, you'll nip in behind the guard just as he stops his patrol by the rail. Get the door open quick enough, and you won't even have to kill him.

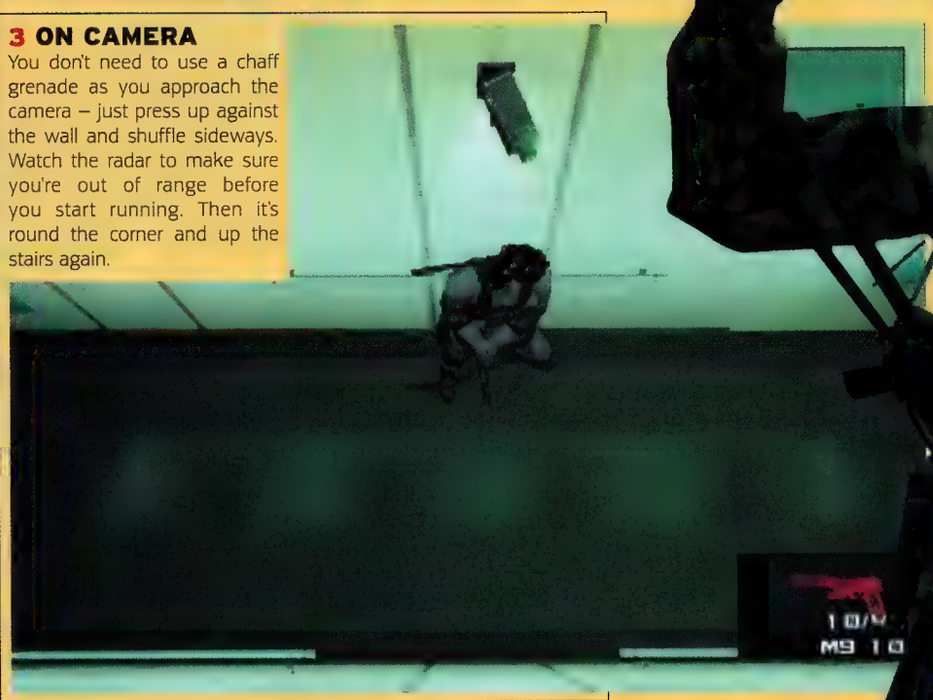


2 DECK B

Head up and left, and keep calm – the next bit's the turning point between success and failure. You need to knock the guard down without alerting him – so sprint up behind him while he's patrolling, then either hit ○ to take him out with Snake's harai-goshi, or press ✕ to dive into him with the forward roll. Then scoot round the corner and up the stairs.

3 ON CAMERA

You don't need to use a chaff grenade as you approach the camera – just press up against the wall and shuffle sideways. Watch the radar to make sure you're out of range before you start running. Then it's round the corner and up the stairs again.

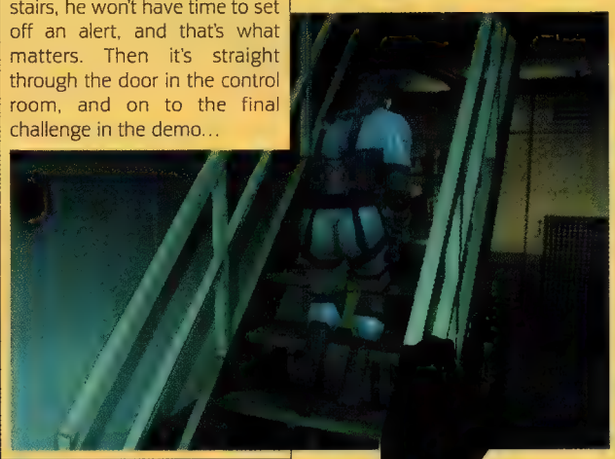


4 THE CANTEEN

The timing's tricky here, but if you don't hesitate you'll be straight through. Nip into the canteen, skip the cut-scene, and then dash down to the door at the bottom before the guard turns round. As long as you don't run straight into it, the camera's not moving fast enough to spot you.

5 THE FINAL STRETCH

A guard might spot you here – but if you run straight up the stairs, he won't have time to set off an alert, and that's what matters. Then it's straight through the door in the control room, and on to the final challenge in the demo...



6 OLGA

If you deal with Olga incorrectly, she's a time-draining nuisance, cartwheeling about and lobbing grenades all over the place. It's actually possible to kill her before any of the mini cut-scenes, shaving a good ten seconds off your overall time. Here's how.

⊕Stay in view. If you drop out of sight for too long, she'll start lobbing grenades to flush you out. They're easy to avoid, but they waste valuable time.

⊕Use the strafe buttons – in first-person mode, L2 and R2 let you peek out from behind corners. This is the best way to avoid getting hit and stay in a good firing position.

⊕When Olga crouches behind the crate at the back, hold L2 and R2 together – you'll stand on tiptoe, and be able to see her. And shoot her.

7 TOP TIP: NAVIGATION

Remember – Port side of the boat is *red*, which has a letter 'e' in it. Like the word 'left'. Easy. Sort of.

8 STRESS RELIEF

Oddly, smoking has the same effect as using the sniper's favoured drug Diazepam – it calms you down, making your aim slightly better. Of course, it also drains your life bar at an alarming rate – in real life, too. Irresponsible!

TOP TIP: MOSTLY ARMLESS

Yes, it *is* possible to hold up guards and shoot out both their hands so they can't call for help, but it's disturbing. Please don't do it.

9 RADIO GA-GA

Strangely enough – especially since he and Snake are now working for a completely different organisation – Otacon uses his old Codec frequency from *MGS*. Don't try any of the others, though – we've already checked them. Unprofessional!

10 METAL GEAR TELLY

If you can infiltrate the lobby without blowing up everything in sight, have a closer look at the TV screen – it's showing footage of the ship's hold, including a sneaky peek at the legs of Metal Gear Rex. So, has a roving camera crew got onto the ship? Not quite – call up Otacon while you're looking at it to get the full story. Intriguing!

WIN!

THE FIRST COPY OF MGS2

First, watch the DVD that you got with this very issue (unless you live in the States, sorry .). It's got all of this advice handily condensed into two minutes of stealthy action. Once your skills are honed, pick up a pad, try it yourself and turn to Pro-Dojo to see how you can win the first copy of *MGS2* to hit this country. Do it now.

CRAZY

PART 1 PRO STRATEGY

No time to dribble-on about the state of British politics/weather/your new patio, there's a lot of punters out there who can't be arsed to walk. Go get 'em, tiger.

CRAZY TAXI

AIM OF THE GAME

It's all about the money. *Crazy Taxi* boasts sparse controls and a simple premise: drive forwards and backwards as fast as you possibly can. Grab a fare, preferably one with lots of money who needs to get to the other side of town, and deliver within the time limit.

To get yourself a little on the side, you can achieve this while scaring the ears off your passengers with some chassis-bending gravity-defying stunts. The better the stunts – the higher the tip. And as we said: it's all about the money.

In this first part of our definitive guide we'll take you around the two cities, showing how to make the best tips and the biggest fares. We also let you in to the crazy world of Crazy Moves – the manoeuvres that'll catch you the bucks – and deliver some sneaky cheats. Now, time *is* money...

WHAT WE SAID...

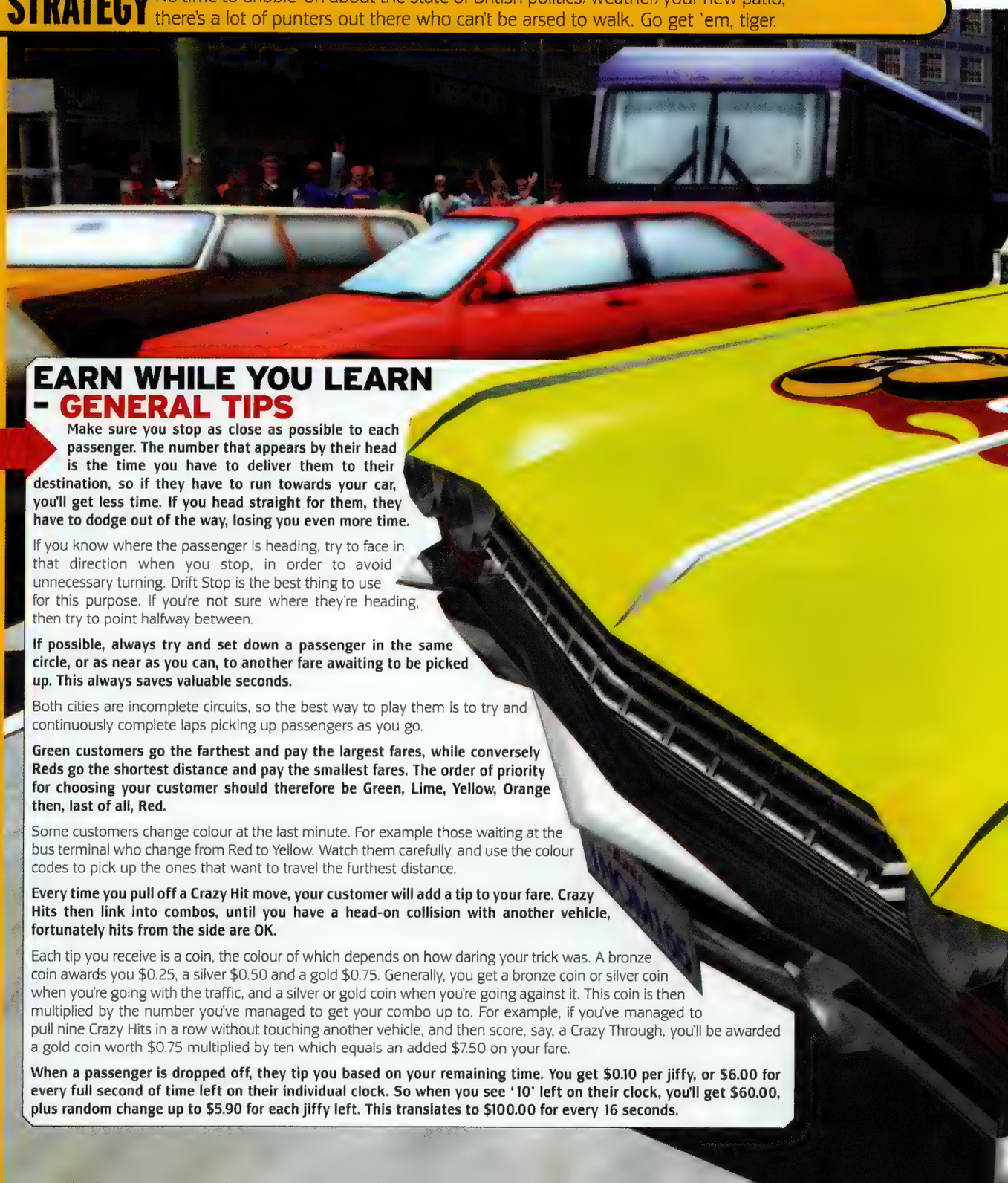
PSM2 ISSUE #10 JUNE 2001

"Given its Sega credentials *Crazy Taxi* provides a huge dose of action. Undeniably an addictive arcade hoot, but the fun is definitely short-term."

WHAT WE SAY NOW

We've thrashed everything to death in the Arcade modes, but we still keep coming back to the Crazy Box – those skill tests are ace. We were right about the main game's longevity, then.

80



EARN WHILE YOU LEARN – GENERAL TIPS

Make sure you stop as close as possible to each passenger. The number that appears by their head is the time you have to deliver them to their destination, so if they have to run towards your car, you'll get less time. If you head straight for them, they have to dodge out of the way, losing you even more time.

If you know where the passenger is heading, try to face in that direction when you stop, in order to avoid unnecessary turning. Drift Stop is the best thing to use for this purpose. If you're not sure where they're heading, then try to point halfway between.

If possible, always try and set down a passenger in the same circle, or as near as you can, to another fare awaiting to be picked up. This always saves valuable seconds.

Both cities are incomplete circuits, so the best way to play them is to try and continuously complete laps picking up passengers as you go.

Green customers go the farthest and pay the largest fares, while conversely Reds go the shortest distance and pay the smallest fares. The order of priority for choosing your customer should therefore be Green, Lime, Yellow, Orange then, last of all, Red.

Some customers change colour at the last minute. For example those waiting at the bus terminal who change from Red to Yellow. Watch them carefully, and use the colour codes to pick up the ones that want to travel the furthest distance.

Every time you pull off a Crazy Hit move, your customer will add a tip to your fare. Crazy Hits then link into combos, until you have a head-on collision with another vehicle, fortunately hits from the side are OK.

Each tip you receive is a coin, the colour of which depends on how daring your trick was. A bronze coin awards you $0.25, a silver $0.50 and a gold $0.75. Generally, you get a bronze coin or silver coin when you're going with the traffic, and a silver or gold coin when you're going against it. This coin is then multiplied by the number you've managed to get your combo up to. For example, if you've managed to pull nine Crazy Hits in a row without touching another vehicle, and then score, say, a Crazy Through, you'll be awarded a gold coin worth $0.75 multiplied by ten which equals an added $7.50 on your fare.

When a passenger is dropped off, they tip you based on your remaining time. You get $0.10 per jiffy, or $6.00 for every full second of time left on their individual clock. So when you see '10' left on their clock, you'll get $60.00, plus random change up to $5.90 for each jiffy left. This translates to $100.00 for every 16 seconds.

TAXI

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THE CABBIES

As you play through, you'll get a feel for each cab. Here's our instant guide to the four you start with.

AXEL

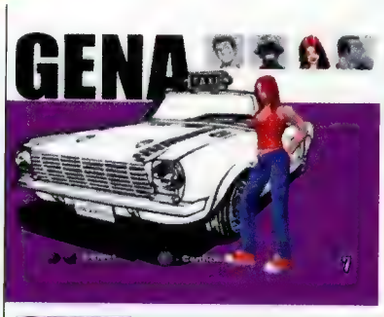
The gentle handling, speed and braking of Axel's ride makes him the ideal choice for learner drivers. On the downside, though, he's not quite as quick as Joe or Gena, and his slightly dodgy tyres make him prone to wobbling a bit on unsurfaced areas – especially when pulling Speed Cuts. Intermediate and advanced drivers should look elsewhere.

AXEL McDERMOTT
CAR: Coupe de Ville.
NUMBER PLATE: 1NOMISS

JOE

He's best left alone until you've become proficient at *Crazy Taxi's* more technical driving. His high top speeds are very handy for gadding quickly about town, but on the downside his car has the worst traction due to his slick racing tyres. Use Limit Cuts to get back on track if you find his slippery performance throws you off your driving line.

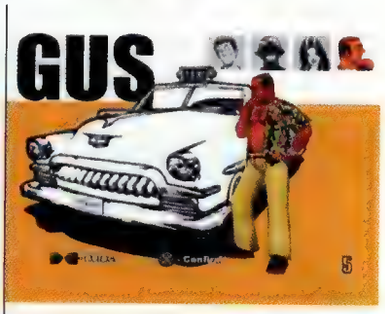
BD JOE
CAR: Cadillac Eldorado
NUMBER PLATE: 2HOP260



GENA

She's by far the most nimble driver, and her confident braking also enables her to pick up and drop off passengers with ease. Her handling tends to slip a bit at top speed, so be careful not to hit other vehicles. If you master Crazy Recovers – a combination of Crazy Dashes and Limit Cuts – then you shouldn't have any problems.

GENA TURNER
CAR: Ford Mustang.
NUMBER PLATE: SEXY515



GUS

Gus has the heaviest and smallest car so he doesn't accelerate too well without Crazy Dashing and Limit Cutting like mad. What Gus really focuses on is hardcore handling. His fat tyres mean that his cab can handle even the most uneven or slipperiest surfaces. His brakes aren't too hot though, so you use the Crazy Stop to bring him to a halt. Solid in traffic, too.

GUS MANCINI
CAR: Plymouth Fury.
NUMBER PLATE: ONLY777

CRAZY MOVES

The key to success in *Crazy Taxi*, lies in mastering the Crazy Moves and combos. The Crazy Moves are crucial in delivering your passengers to their destination quickly, while the Combos will help rack up your tips, therefore your fare and, ultimately, your ranking.

When performing the Crazy Moves, timing is everything. Most notably the switching in and out of gears for the Crazy Dash, Limit Cut, Crazy Drift. These three moves are crucial if you want to get some truly massive fares. Ideally, you should be able to Crazy Dash whenever you pick up a passenger, or slow down due to a crash, and Limit Cut every time you reach top speed.

1 CRAZY DASH

Release accelerate, push drive, then jam on the accelerator for a turbo boost.

2 CRAZY DRIFT

Release the accelerator, then quickly hit reverse, snap quickly back into drive and keep your finger on the button while accelerating and turning sharply for a powerslide-style turn.

3 CRAZY THROUGH

Weave through the traffic for a Crazy Through tip. Tips are doubled if you are on the wrong side of the road and accumulate into Crazy Combos until you have a head-on crash.

4 CRAZY STOP

Crazy Dash, then crank into reverse and brake. Your car will hop up and stop.

5 LIMIT CUT

Crazy Dash, Crazy Drift (without turning), then Crazy Dash again to burn up to maximum top speed.

6 CRAZY BACKDASH

Crazy Dash, then slam into reverse for a backwards turbo boost.

ARCADE CITY

This city is broken into two areas separated by a long freeway. Try to avoid taking the freeway as much as possible because it takes so long to get across. If you simply have to take it, try to make a one way trip with all your fares taking place in the Downtown Bay area.

From the start, bang your cab into reverse as there're two green fares right behind you.

When you're going from the park to the Levi's store or KFC, use the multi-storey car park as a short-cut. At the top of the ramp do a Crazy Drift, then Dash past the parked cars for a Crazy Through combo, finally pull off another Dash to leap off the edge straight ahead of you.

At KFC there're two ways to get to the Church. Always take the left-hand route as it's much, much faster than the right.

On the way to the RB Station, there's a small short-cut where you can cut through the building in front, then into a small yard smashing through a pile of stacked boxes.

If you're going to the Baseball Stadium from the Helipad area, you can shave off some time by doing a hard Crazy Drift to the left off the ramp leading down to the Station and then speed through the car park, completely cutting out that area.

When crossing the freeway, weave between the head-on traffic – you can rack up some massive Crazy Through combos.

Time is always short when you reach the square-shaped area near the Hospital and Bank. There's usually a Red fare or two that can be found here to keep you going.

When a downtown fare wants to go to the parking area or lookout tower, there's a route where you can go underground. Stay topside as the underground route is far more winding and difficult.

Try to stay in the downtown part of the map (near the beach) until you have an S license and you've racked up plenty of time to cross the trickier uptown section.

Green fares near the RB Station and Baseball Stadium will usually want to go across the freeway to the uptown part of the map. Once you've dropped them off you'll need to find fares that'll take you back towards the University where you started.

A good spot to rack up tips is by following the tram. If you drive against the flow of traffic, between the trolley lane and the other vehicles, you'll rack up bigger tips.

Another top tipping spot is on the freeway. Jam your car against the barrier then simply Crazy Dash racking up the Crazy Throughs as you go. Due to heavier traffic the lower lane yields more cash.

Head into the water at the beach area. Here beneath the waves you'll find some very damp hidden customers who can't wait to reach dry land.

CRAZY COMBOS

Crank up the tips by performing as many consecutive Crazy Moves as possible. Remember, the Crazy Through combo is a simple, and fun, way of getting that money up. Just avoid those head-on collisions.

1 CRAZY JUMP COMBO

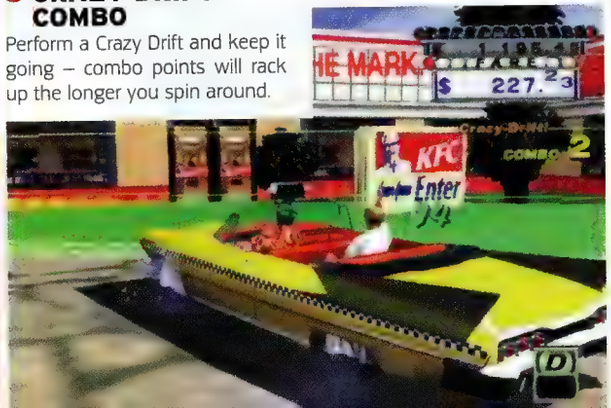
Keep an eye out for ramps, or other jumps and perform several consecutive airs in a row.

2 CRAZY THROUGH COMBO

You rack up points here by narrowly passing other motors at high speed. The more you pass, the higher your combo.

3 CRAZY DRIFT COMBO

Perform a Crazy Drift and keep it going – combo points will rack up the longer you spin around.

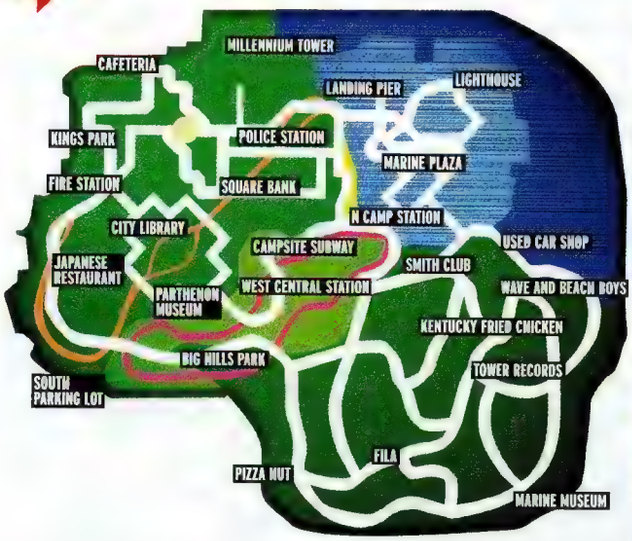


PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

ORIGINAL CITY

This console-specific metropolis is far more difficult than Arcade City, mainly due to the fact that its locations are far more spread out and much harder to find.

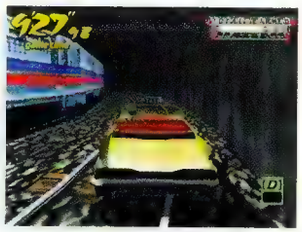


Ignore the arrow. In Arcade City it was your friend, here it definitely is not. While the arrow still points to your destination, there's usually too many buildings blocking the way to make it of any use. Without the arrow to follow you'll need to learn the locations yourself (or follow our handy map).

Perfect the Crazy Drift and Stop. Here you'll find a lot of fares want to go in the opposite direction to the way you're facing, so use these techniques to spin 180°.

Avoid driving through the channels in the harbour area. There's no real problem in using them, but you'll find flying over the open bridge is quicker and a lot more fun.

When crossing the bridge, think back to your Crazy Box training and pull a Crazy Dash in mid-air to avoid slamming into the buildings on the other side. However if you're trying to reach the Marine Plaza from the other side of the drawbridge, Limit Cut as you fly over and you should be able to clear the warehouse and reach your target.



You can use the train tunnels to cut from one side of the city to the other. These passages are highly dangerous though due to the high speed trains that run through. Use at your own risk.

You'll see some fares waiting in the used car lot. These are more trouble than they're worth, so don't bother with them unless you really have to. However, this dodgy motor store is dead handy for clocking up some easy Crazy Throughs, just razz between the parked cars.

An easy-to-find hidden customer is lurking under water in the docks area. This snorkel-wearing punk usually wants to go to Tower Records.

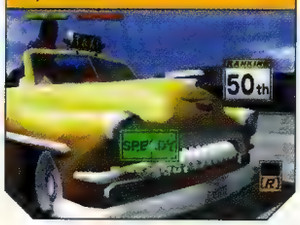
Approach the highway from the inner city area, then take either route and follow for a while. When it forks, hang a right almost immediately and drop off the highway landing on the roof of a building. Here you'll find another hidden punk waiting to be picked up.

Yet another hidden customer can be found on top of the building behind the raised bridge in the docks. Using the bridge as a ramp, fly up on to the building behind and slam on those anchors.

トップヒント TOP TIP

I'M MAD, ME

The rewards for a truly crazy taxi driver are great, but to get a 'crazy' rated license you'll need to amass over $20,000. Not bad for a day's work.



CHEATS

So, you've made your fortune and you're tiring of Crazy Box. Time to play the game with some unique perspectives. Groovy.

1 CRAZY BIKE

To unlock this pedal-powered contraption either complete the S-S challenge in the Crazy Box, or VERY quickly hit L2 R2 L2 R2 L2 ⊗ at the character select screen.

2 NO DESTINATION ARROWS

To remove the overhead arrow press and hold START and R2 at the main menu, and keep them held while you choose your game type and cabbie. If you've done it correctly 'No Arrows' will appear at the bottom of the screen.

3 NO DESTINATION ZONES

To get rid of the indicator that tells you your fare's destination, press and hold L2 and START at the main menu, and keep them held while you choose your game type and cabbie. If you've done it correctly 'No Destination Mark' will appear at the bottom of the screen.

4 EXPERT MODE

To disable both the destination arrow and zones, press and hold L2, R2 and START at the main menu, and keep them held while you choose your game type and cabbie. If you've done it correctly 'Expert Mode' will appear at the bottom of the screen.

5 ANOTHER DAY MODE

To change your start point and customer locations press and hold R2 while choosing your driver. If you've done it correctly 'Another Day' will appear at the bottom of the screen.

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4020 ANIMANIACS
4021 DONKEY KONG
4022 PINKY AND THE BRAIN
4023 POKEMON
4024 TRANSFORMERS
4025 TETRIS
4026 SUPER MARIO
4027 WINNIE THE POOH
4028 MAGIC ROUNDABOUT
4029 BOB THE BUILDER - CAN WE FIX IT

POP + ROCK
4374 LIMP BIZKIT - ROLLIN
6401 HEARSAY-PURE & SIMPLE
4387 ATOMIC KITTEN - WHOLE AGAIN
6403 BLINK 182-ALL THE SMALL THINGS
4384 WHEATUS - TEENAGE DIRTBAG
4394 RONAN KEATING - LIFE IS A ROLLERCOASTER
6405 SUGABABES-OVERLOAD
6406 TOPLOADER-DANCING IN THE MOONLIGHT
6407 CHRISTINA AGUILERA & RICKY MARTIN-NOBODY WANTS TO BE LONELY
6408 BACKSTREET BOYS-THE CALL
6409 ROBBIE WILLIAMS-ROCK DJ
6410 BRITNEY SPEARS-FROM THE BOTTOM OF MY BROKEN HEART
6411 BRITNEY SPEARS-HIT ME BABY ONE MORE TIME
6414 BRITNEY SPEARS-SOMETIMES
6415 BRITNEY SPEARS-STRONGER
6416 MEL B-FEELS SO GOOD
6417 WESTLIFE-UPTOWN GIRL
6418 BOYZONE-LOVE ME FOR A REASON
6419 BRITNEY SPEARS-BORN TO MAKE YOU HAPPY

GARAGE
5220 LADY DYNAMITE & STICKY - MOVE
5221 WOOKIE - DOWN ON ME
5222 PAY AS U GO - SLIMSYS DUB
5223 GENIUS CRU - BOOM SELECTION
5224 ARTFUL DODGER - RE-REWIND
5225 MR REDS - HOLD ME DOWN
5226 RESERVOIR DOGS - BUDDHA FINGER
5227 GORILLAZ - CLINT EASTWOOD
5228 AGENT-X - DECOY
5229 SHUT UP AND DANCE - NO DOUBT
5230 DJ LUCK & MC NEAT - AIN'T NO STOPPING US
5231 DREEM TEAM VS ARTFUL DODGER - IT AIN'T ENOUGH
5232 BLACKOUT - MR DJ
5233 DJ LUCK & MC NEAT - PIANO LOCO

HIP HOP
6310 MISSY ELLIOTT - GET UR FREAK ON
6308 EVE - WHO'S THAT GIRL
5147 D12 - S*** ON YOU
5118 EMINEM - STAN
6342 M.O.P - COLD AS ICE
6341 NELLY - RIDE WITH ME

WRESTLING
4800 MANKIND
4801 THE ROCK
4802 GOLDBERG
4803 KEN SHAMROCK
4804 KURT ANGLE
4805 SHAWN MICHAELS
4806 STONE COLD

MIXES
7710 SO SOLID / PAY AS U GO / DOWN ON ME
7711 MR REDS HOLD ME DOWN / 138 TREK
7712 PAY AS U GO / DOWN ON ME
7713 138 TREK / SLIMSYS DUB / PAY AS U GO
7714 DOWN ON ME / BACK UP
7715 KNOW WE / MR REDS / 138 TREK
7716 138 TREK / WHOA / KINDA FUNKY
7717 WATCH OUT NOW / WHOA
7718 SPIDER MAN / BOB THE BUILDER
7719 5,4,3,2,1 / Y'ALL DON'T WANNA / SL
7720 X / HENNESSY & BUDDAH
7721 BUDDAH FINGER / NO DOUBT

R'n'B
5040 BABYFACE - WHEN CAN I SEE YOU AGAIN
5041 CRAIG DAVID - RENDEZVOUS
5042 DESTINY'S CHILD - SURVIVOR
5043 MYA & JAY-Z - BEST OF ME (REMIX)
5044 MISSY ELLIOTT - ALL N MY GRILL
5045 DANE BOWERS - SHUT UP AND FORGET ABOUT IT
5046 JANET JACKSON - ALL 4 U
5047 BRANDY & MONICA - THE BOY IS MINE
5048 JAGGED EDGE - HE CAN'T LOVE YOU
5049 GEORGE & MARY J B - AS
5050 DAMAGE - GHETTO ROMANCE
5051 DAMAGE - HUMOURS
5052 112 - IT'S OVER NOW
5054 R.KELLY - FIESTA
5055 R.KELLY - I WISH
5056 112 - ONLY YOU
5058 BLACKSTREET - NO DIGGITY
5059 DEBELAH MORGAN - DANCE WITH ME
5060 R. KELLY - LIKE A REAL FREAK

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STAR WARS: STARFIGHTER

PART 2 PILOT SCHOOL

Buckle up for the concluding part of our guide to *Star Wars: Starfighter's* bonus missions, including how to unlock the space-bendingly fast Darth Maul Interceptor.

STAR WARS STARFIGHTER

AIM OF THE GAME

Last issue, we showed you how to rescue political prisoners, escort royalty and blow up big space stations. So, you've completed the game and you're looking for a new challenge. If you're going to tackle it on the harder difficulty levels, you'll need to get some practice in – so here's PSM2's essential guide to all those training missions.

FORCED ENTRY

If you fancy just blowing things to bits without fear of the consequences, there's also plenty to keep you entertained in the bonus missions. The majority of these really are fearsomely hard, but complete the lot and you'll be rewarded with the Maul Infiltrator, which turns every mission into a topping duck-shoot.

Strap in, and heed the words of Yoda – "Clear your mind of questions. Mmm. Mmmm. *Mmmmm*."

WHAT WE SAID...

PSM2 ISSUE #9 MAY 2001

"Atmospheric, exciting and full of explosions – *Starfighter's* everything a Star Wars game should be. Although it does tend to get a bit repetitive after a while."

WHAT WE SAY NOW

After you've blasted through every mission on Hard, the appeal inevitably wanes a bit – but Charm's Way never ceases to entertain us. Who can resist its classy dogfighting?

85

THE EXTRA MISSIONS

The first few bonus missions are just designed as training grounds – but the others tend to require you to excel in one area. Fancy your dogfighting chances? Go for Charm's Way. Need to hone your reactions? Go mad through the asteroid field in Space Sweep.

FIGHTER TRAINING

Requirements: None
Mission: Destroy 5 waves of Holo Fighters
Bonus Missions:
Bronze Medal – Under 5 minutes
Silver Medal – Under 4 minutes
Gold Medal – Under 3 minutes

Using the Infiltrator, you should be able to complete this mission in less than 1:30 – so completing the Bonus Missions won't be a problem.

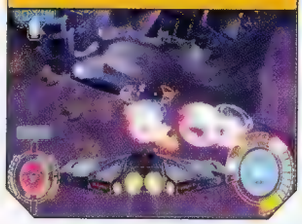
Each wave includes two more ships than the last one, but if you cycle through your targets quickly enough, you'll be able to snipe nearly all of them before they even get close to you.

The real problem is the last wave – ten Diagonas. They can lock onto you and take you out in under five shots – so keep moving, and save your torpedoes for them.

TOP TIP

BOMBS AWAY

If you're using Nym's ship in deep space, your bombs don't arc downwards – no gravity, see? Use them against large, static targets. When you're in the atmosphere, you've got a handy target on the ground to assist your aiming – but remember the speed you're travelling at will have an effect on whether yer bombs land bang on target.

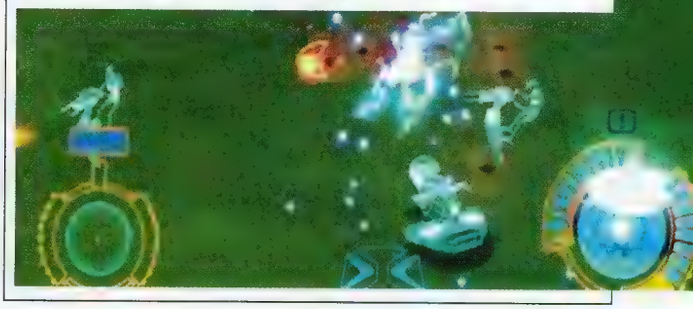


GROUND ATTACK TRAINING

Requirements: None
Mission: Destroy ten waves of Holo units
Bonus Missions:
Bronze Medal – Complete mission in under 6 minutes.
Silver Medal – Complete mission in under 5 minutes.
Gold Medal – Complete mission in under 4 minutes.

In this mission, you face ten waves of Holo units including Armoured Attack Tanks (AAT), Single Trooper Aerial Platforms (STAP) and Droid Starfighters. Unlike the Fighter Training, the next waves appear while you're still dealing with the previous wave – unless you're quick.

Again, sniper view's the key – keep your distance and slow your ship for more time to hit targets. Start off facing the surface – the enemies appear out of the Holo-emitter on the surface, so use your secondary weapons to take them out in groups as they appear. In the fifth wave, Droid Starfighters will begin to appear out of the Holo-emitter in the sky. By the sixth wave you'll probably be deluged with enemies, so keep shooting and use your secondary weapon on any clusters of ground-based enemies you see.



LOOK AT THE SIZE OF THAT THING

Feel the urge to take out something big, like a Super Freighter or a Death Star? Here, in three simple steps, is how it's done...

1 Use the sniper mode when you're still a safe distance away.

2 Don't go mad with your speed – watch for mines as you close in...

3 And keep an eye on the damage – you don't want to crash.

CHARM'S WAY

Requirements: **Bronze medals in Royal Escort, Contract Infraction, Piracy Above Lok, Taking the Offensive, The New Resistance and The Final Assault.**
Mission: Escort Freighters
Bonus Missions:
Bronze Medal – 2 Freighters survive
Silver Medal – 4 Freighters survive
Gold Medal – 6 Freighters survive

All you need to do here is protect the Freighters for just over five minutes. Saving one or two isn't a problem, although saving six can be a bit tricky.

The first three waves shouldn't give you any trouble, but by the fourth you'll need to keep moving to avoid getting taken out. As soon as the Missile Frigate arrives, target it and instruct your wingmen to concentrate on attacking while you deal with the Droid Fighters.

After you destroy all of the Droid Fighters, the only enemies you can target are the satellites. Use this time to clear out mines from the path of the Freighters, the last thing you want's them blundering in to the explosives. After that, the rest's easy – but watch out for Lead Programmer, Chris Corry's, secret Chris Corrpedo.

CANYON SPRINT

Requirements: Silver medals in Naboo Proving Grounds, Royal Escort, Taking the Offensive, Midnight Munitions Run, Rescue on the Solleu, and the Final Assault.
Missions: Finish race ahead of Reti. All contenders survive.
Bonus Missions:
Bronze – Beat Nym
Silver – Beat Vana
Gold – Beat Essara

The other racers are easy to beat, but the only way you've got a snowball's chance against Essara is to unlock Darth Maul's Infiltrator – even then you'll have to hold the boost button down constantly. At top speed, there's no way to navigate the sheer turns and twists purely on your reactions, so learn the canyons. For the sharpest corners, you'll need to snap roll by turning and pulling down on the right Analogue at the same time.

TOP TIP

PHASERS TO MAUL

To unlock the Maul Infiltrator, you'll have to complete every mission – or use the OVERSEER code...

SPACE SWEEP

Requirements: Silver medals in all 14 missions
Mission: Survive for three minutes
Bonus Missions:
Bronze – 10,000 points
Silver – 15,000 points
Gold – 20,000 points

This one works a bit like arcade classic *Asteroids*. You've only got three minutes to rack up the points – large asteroids are worth 100 points, medium ones are 50, small ones are 25 points, and mines are worth 500 points. To complete this mission, just hold the fire button down and keep plenty of targets on-screen – the slight auto-aim should do the rest. The only things you need to watch out for are the mines, which start shooting back if you get too close.

OUTPOST ATTACK

Requirements: Bronze medals in all 14 missions
Mission: Keep at least one building standing for five minutes.
Bonus Missions:
Bronze medal – score 1,000 points
Silver medal – Score 3,000 points
Gold medal –Score 5,000 points

You start the game with 4,900 points – a destroyed enemy Droid Starfighter is worth 50 points and a destroyed outpost building loses you 100 or 200 points off of your total score.

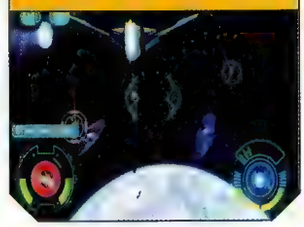
Kill everything, and hit ⓐ to cycle through your targets whenever you run out of stuff to shoot. The turrets can deal with isolated enemies themselves, so just watch out for large groups of enemies closing in. After you've taken out the brunt of any group, leave it alone and go looking for another one.

TOP TIP

TAG ATTACKING

When you're playing as Nym, try to tag swarms of droid fighters as soon as they appear.

After that, you can retreat to a safe distance and pepper them with automatic homing fire. As long as they're within your fire arc, you're almost guaranteed to hit them. It's also the easiest way to destroy an enemy ship's shields - although once they're down, switch to nanomissiles for the armour.



CANYON RUNNING

The Canyon Run's a good way to train for all the ground missions. Here's why.

1 Hold boost down *all the time*. To avoid smashing into the walls, you'll have to perfect snap rolling - that's rolling at the same time as pulling back on the stick for sharper turns.

2 As you hit the open spaces with the minefields, use the sniper mode to take out anything directly in your path before it gets close enough to automatically return fire.

3 When you enter the areas with the STAPs and HAGs, try to either come in very low or very high - if you approach on the ground you'll be able to shoot them, but if you stay in the air you'll be fairly safe.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

STREET FIGHTER EX3

PART 1 **PRO TRAINING** Pull his stupid shirt! Ruff his greasy hair up! Kick him in the plums! Actually, street fighting's a lot more complicated than that... grab a barstool and let's go to work.

AIM OF THE GAME

Well, obviously, to hit your opponent until he falls over and cries. But as with every *Street Fighter* game since The New Challengers, there's a tricky-yet-rewarding super combo system to master.

UNLEASH THE DRAGON...

Every character's got their traditional specials – but you already know about them. If you've played the *SFEX* series before, you'll even know about Super Cancels and Meteor Combos. But now, Capcom have gone completely combo nuts, and true world warriors have to master the potentially devastating Critical Parades. Ryu and Ken punching M. Bison from both sides? Our childhood dreams come true...

WHAT WE SAID...

PSM2 ISSUE #5 JANUARY 2001

"A worthwhile update of a classic series, sadly lacking in the polish that could have made it stand up alongside the flashier rivals. While the fighting system's excellent, it just doesn't have the visual flair of *DOA2*."

WHAT WE SAY NOW

No change really – it's finally made it into UK shops, and for that we're at least a little thankful...

79

COMBO MASTERCLASS

Once again, Capcom's made subtle alterations to *SFEX3*'s combo system that fundamentally change how the game works. Here's how to master the new additions.

SUPER CANCELS

As with the previous *SFEX* games, it's possible to cancel one super combo into another – for instance, you can combine both of Ken's Shoryukens. It's worth learning what these are, because a combination move can destroy an opponent – but if the first hit misses, you've only wasted one level of your energy bar.

TOP TIP

COMBO CAUTION

It isn't always worth doing a Meteor attack mid-combo – for instance, Ryu's Shinku Shoryuken takes 90 percent of an opponent's energy on its own, but only about 40 percent when combined with other moves. You're best off using it when your opponent's recovering from their own move.

MOMENTARY COMBOS

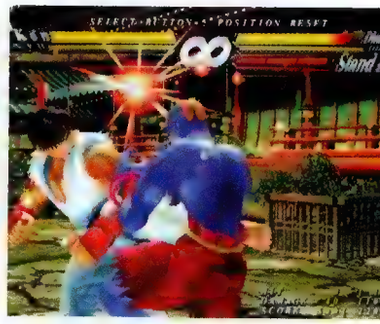
These're new for *SFEX3* – basically, hit punch or kick *just* as a special move's about to connect, and it'll go straight into another one. Timing on these is everything – a good rule of thumb is to listen for the start of the fighter's shout, then quickly hit the button.

UNBLOCKABLE COMBOS

Certain characters – such as Skullo, Sakura and Akuma – have unblockable super combos activated by pressing LP, LP, LK, Towards, HP. The best way to do these is as you're jumping in – if the first punch connects, you'll catch them with the rest of the combo. If they block, but they're too close, you'll still catch them with the unblockable part. Heh.

METEOR COMBOS

Using these is risky, since they take up three levels of your power bar. Saving them for a guaranteed hit's a good idea. Incidentally, since *SFEX3* was designed to be played on an arcade button set, there's no shame at all in reconfiguring L2 and R2 to represent all three punches or kicks. Meteor tag combos are also possible, but they're so restrictive that you'll telegraph them miles in advance – don't bother.



CRITICAL PARADES

Hit Down, Down-Towards, Towards, then press HP and HK together to do a Critical Parade technique – both characters will leap in and pound their opponent senseless. Both partners need two energy bars for this to work – but it does give you a temporarily infinite Super Gauge. This move's best used as a Momentary combo link, since it'll be unblockable.

30-HIT ANNIHILATION

Let's face it – you're only ever going to play as one team, so you might as well be murderously good with them. Learn Ryu and Ken's 30-hit Shinku-Hadouken Twin Whirlwind combo, and you will be unstoppable – trust us. You'll need to be fully powered up, mind, so follow our steps to street fightin' success...

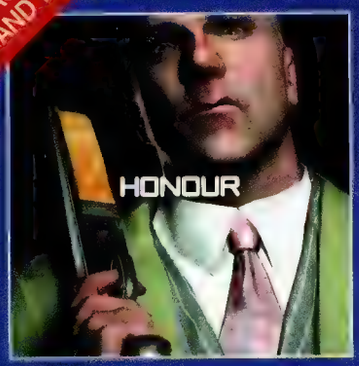
STEP 1 Jump in with a deep MK, then follow it up with a crouching MP and a MP Hadouken. If you've done it right, one animation cancels into the next.

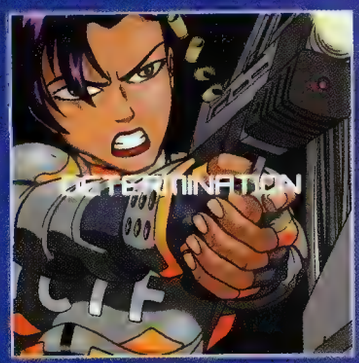
STEP 2 Cancel the Hadouken – see Momentary Combos – with a Critical Parade, and Ryu will launch into a Shinku-Hadouken.

STEP 3 When Ken starts his kick combo, go into the Shinku Whirlwind. Don't worry about the Super gauge – it's infinite during the Critical Parade.

STEP 4 Ken should catch your opponent with his own Whirlwind Leg move as they're falling. As he does, launch into another Shinku Whirlwind for 30 hits. Ooh.

ISSUE EIGHT'S DEMO DVD FEATURES EXCLUSIVE PLAYABLE DEMOS OF MTV MUSIC GENERATOR 2 AND MOTO GP, PLUS NEW FOOTAGE OF CRAZY TAXI, FUR FIGHTERS AND MORE!





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PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

Take PSM2's arm as we step over the velvet rope of fair play and shoulder past the bouncer of polite society - here's your ticket to gaming greatness. It's all right, you're with us.

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMY MEN: SARGE'S HEROES 2

Scrape a bit of entertainment out of this plastic mess with some handy cheats. Just enter them as passwords.

FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ATV OFFROAD FURY

Expert mode
Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV
Successfully complete pro-career mode.

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

DYNASTY WARRIORS 2

Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering: □, R1 x5, R2, R2.

F

FANTAVISION

Extra Options
Complete the game on the Normal difficulty setting to unlock an extra option at the main menu, or on the Hard setting to unlock the 'Extra 2' option.

Light up the skies with these power-ups – but you can only use them a limited number of times.

Full double shot power-up
Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, □, △

Full laser shot power-up
Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, ○

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ○ to play as the EA all-star team.

G

GRADIUS 3 AND 4

Pause the game and input the following:

Full power with laser weapon
↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ○

Full power with double weapon
↑, ↑, ↓, ↓, ←, →, ←, →, □, △

K

KESSEN

Play as the West
Just complete the game as the East. Simple.

KENGO

Play As A Student
Hold down L1+R2+L1+L2 when you select a character – different characters will result in different students.

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Botti
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis

M

MIDNIGHT CLUB

If you've got a *Smuggler's Run* game saved on your Memory Card, you'll be able to use the Buggy on the dark streets of London. You'll get a message reading – 'Thanks for buying both games'. Cheeky.

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock everyone's favpurite bigged-eared cat, Klonoa, as a rider.

MDK2 ARMAGEDDON

Won't somebody think of the children?

Naked Kurt
From the main menu, hold R2+L2, then press □, □, △, □

Doc's Fart
While holding R2+L2, click down on both the analogue sticks with Dr Hawkins.

N

NASCAR 2001

There's plenty to unlock in this turgid racer – if you're patience.

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge.
Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge.

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings.

NBA HOOPZ

Press Turbo (□), Shoot (⊗) and Pass (○) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat.

Effect	□	⊗	○	Direction
Home uniform	1	4	6	→
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atomic	5	4	4	←

NHL 2001

For super players, enter the create-a-player screen and enter any of the following names.

Super fowards
Peter Forsberg
Jaromir Jagr

Super defensemen
Sandis Ozolinsh
Chris Pronger

Super goalies
Patrick Roy
Dominik Hasek
Ed Belfour

O

ONI

During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

Change Character
L2, L1, L2, □, ○, □, L2, L2, L2, L2

One Shot Kills
L2, L1, L2, □, ○, □, ↘, ↘, ○, □

Unlimited Health
L2, L1, L2, □, ○, □, ↘, ↘, ↘, ○

Power punches
L2, L1, L2, □, ○, □, ↘, ↘, ○, □

Tiny wee characters
L2, L1, L2, □, ○, □, ↘, ↘, □, ○

Unlimited Phase Cloak
L2, L1, L2, □, ○, □, L1, ↘, L2, ↘

Big Head Mode
L2, L1, L2, □, ○, □, □, ○

Unlimited Ammo
L2, L1, L2, □, ○, □, L2, L2, L1, ↘

Huge Characters
L2, L1, L2, □, ○, □, ↘, □, ○, ↘

R

RAYMAN 2: REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – *without* validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

RC REVENGE PRO

Enter the following codes at the main menu.

Unlock Every Vehicle
L1, L2, R1, R2, □, ○

Unlock Every Track
L1, R1, R2, □, ○

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, →, R1, R1, R2.

Skinny boxer
→, →, ↑, ↓, →, R1, R2.

Zombie boxer
←, ↑, →, ↓, R1, R1, R2.

Unlock Everything
At the Character select screen press:
←, ←, →, R2, ←, →, →, R1, R1, R2

All the characters, holiday outfits and champion outfits will be unlocked – just press □ to flick through them.

Fast Mode
At the character screen, enter: →, →, ↑, ↓, →, R1 x5, R2.

Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

Start at Final Match
At the character screen, enter: R2, ↓, →, ↑ ←, R1 x6, R2, R1, R1, R2.

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.

'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus

S

SILENT SCOPE

See the world through rose-tinted goggles, or just make things harder for yourself.

Pink Mode
←, →, →, □, △

No Scope
←, ↓, ←, □, ←, ↓, ←, □

No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →

No Crosshair
→, →, →, □

Exchange life for time
Pause the game in arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ○. You'll lose half a life-segment, but gain five seconds.

Exchange time for life.
Pause the game in arcade mode and press ○, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.

100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin Stage One with all nine weapons available.

SMUGGLER'S RUN

Lose those pesky coppers with some super-villain chicanery.

Invisibility
Press R1, L1, L1, R2, L1, L1, L2.
Lighter cars
Press L1, R1, R1, L2, R2, R2.

Increase time
Press R1, L1, L2, R2, →, →, →.

Decrease time
Press R2, L2, L1, R1, ←, ←, ←.

No gravity
Press R1, R2, R1, R2, ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you *want* to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:

Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, □.

Unlock It All
↓, ←, ↑, →, ⊗, ○, △, □
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?

And one that doesn't deserve instant spear-gun retribution...

Running Man Mode
□, △, ○, ⊗, □, △, ○, ⊗
Look at him run!

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu.

Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a D&D parody.

To start the game with every spell, just hold R2 at the title screen and press ○, □, ○, △, ○, △. You'll hear a noise to let you know that it's worked.

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon will appear in the top-left hand corner of the screen to confirm that you've entered the code.

Unlock More Levels
△, ←, →, △

Unlock More Characters
△, →, ←, △

SURFING H30

Shark surfer
Just score 300 points on each level to unlock the Shark Surfer.

SWING AWAY GOLF

All golfers
At the main menu, press L2, R2, L2, R2, ↑, →, ↓, ←, L1, R1 to unlock all the characters in Stroke Play mode.

T

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game 10 times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.

Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games.

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row...
←, ↓, ⊗, ○.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing ⊗ unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc.

Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit.

KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29 5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:

1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemys all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT

For a distinctly unsporting advantage...

Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ○.

Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

Invincibility
Pause the game and press □, ○, ←, →, ○, □.

Maximum Ammunition
Pause the game and press ←, →, ○, ○, ○, →, ←.

Alternatively, for some comedy mutators...

Unlock Stealth Mutator
Press □, □, ○, ○, □, □, ○, ○.

Unlock Fatboy Mutator:
○, ○, ○, ↑, ↓, ↓, ↑, ○, ○, ○.

X

X SQUAD

Promotions
At the main menu, type in this combination and you'll hear a sound.

Lieutenant: R1, R2, L1, R2
Captain: ○, R1, ○, L1, △, R2
Major: R2, □, R2, △, L1, ○, R1
Colonel: △, □, ○, □, △, ○
General: L1, L1, L2, L2, R1, R1, R2 R2
Master of X Squad: ○ (x4), △, □ (x4)

2

Z.O.E.

Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it again, and you'll get the remaining two frames and stages. Get an 'A' rating for different music.

We update Access All Areas every issue – come back next month for more...

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

PSM2 CLINIC

#01: CABLES

GETTING WIRED

So, you've got a console that can render every individual scale on a charging T-Rex and a TV the size of a skip. But that little bit of wire connecting them together could be making all the difference to the quality of picture you're getting. Confused? Let PSM2's grease-monkeys explain your options, starting with what you're probably using now.

COMPOSITE LEADS

This is what came packaged with your PS2 – a lead that splits off into yellow (video), red (right channel sound) and white (left channel sound) sockets. If you've got composite sockets on your TV, then just plug in and you'll get a perfectly decent picture on both DVDs and games.

But I haven't got composite sockets...

Not a problem. Sony have also included a SCART block adaptor, so you can plug the three composites into that and get a SCART plug instead.

Um, my TV hasn't got a SCART socket either

No worries, guv. There's always a last resort. You're not going to like it, mind...

RF

If your TV only has an aerial, you'll have to hook your PS2 up to it via the old PSone RF lead. Alternatively, you might want to get a new TV. If you're used to watching everything through the aerial, you might not have noticed, but picture-wise, this is the worst quality you'll get – and since you've forked out 300 quid on a system that provides you with pin-sharp DVD playback and the silky-smooth likes of *GT3*, it seems a shame to deny your eyes. You wouldn't fill a Dodge Viper with diesel, would you? Exactly. And if you're in the market anyway, look out for a TV that supports...

Got a technical query about PS2? Then you need the PSM2 Clinic's help. Get in touch at: PSM2 Clinic, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Floyd and Bubba-Joe thank you.

THE MONSTER GAMELINK 300 If you've got sixty quid to spare, get yourself two metres of gold-tipped, nitrogen-injected genius. Your eyes will thank you.

BUBBA JOE'S CHOICE

S-VIDEO

S-Video's the best all-round connection for your PS2. It's less vulnerable to interference than standard video cables, and it sends the signal in separate Chrominance (Colour) and Luminance (Brightness) channels for a sharper picture. It's the best way of playing DVDs on PS2.

What if I haven't got an S-Video socket?
Get yourself an S-Video to SCART adaptor – you'll be able to get crispy DVD playback through your TV's SCART socket.

So why can't I just get an S-Video lead?
Glad you asked...

RGB SCART

With an RGB lead, red, green and blue images are transferred to your TV via separate wires, providing the highest-quality image you can get. If you're going for one of these, make sure it's an *RGB* SCART lead with all 21 pins – otherwise, it's just a composite lead with a SCART plug on it.

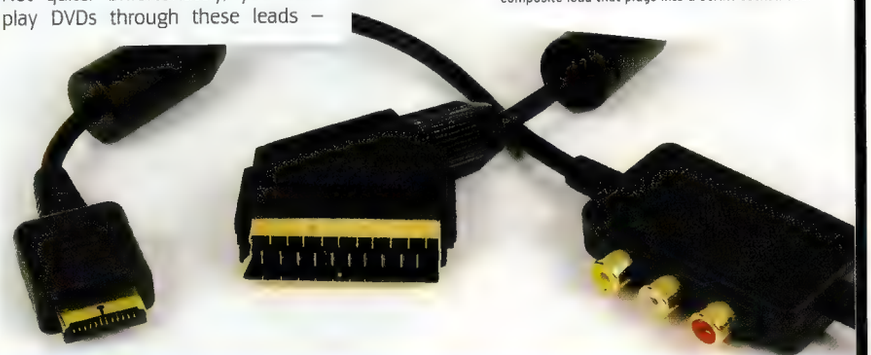
So RGB SCART's the best option?
Not quite. Unfortunately, you can't play DVDs through these leads – Sony have implemented 'anti-piracy' measures which turns the image green...

Why?
Because it's a legal requirement for a PS2 not to output DVD films in a form that you could just video and give to your mates. Although if that's the *real* reason, they've messed up somewhere. As the people who've rung up to say they *have* managed to record off DVDs will attest.

My SCART cable doesn't mess up my DVDs.
That's either because it's not a proper RGB SCART cable, or because you've cheekily pulled the lead out a bit – if you do that, the image reverts to composite through one of the other pins, with the drop in quality you'd expect. Trust us.

So which system should I go for?
If you've got Dolby Surround, a WEGA TV and a DualShock 2 precision-engineered by Swiss watchmakers, then you'll want two leads – RGB SCART for games, S-Video for DVDs. If, on the other hand, you generally see your games through a thick-rimmed set of beer goggles, then stick with your basic composites, and spend the money on mobile phone top-up cards instead. Sorted.

SCART TO SCART: The cable below's a proper 21-pin RGB SCART connector - but the one above's a composite lead that plugs into a SCART socket. See?



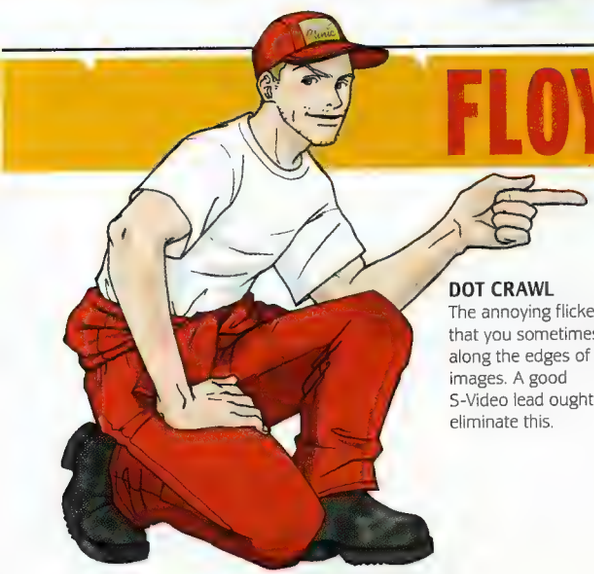
Floyd and Bubba-Joe help decide what's the right setup for you.

THE GAMER'S CHOICE
LOGIC 3 PSX SCART CABLE
Price: £4.99
FLOYD SAYS: If you bought your PS2 to play *Tekken* rather than sit through three hours of Guy Ritchie doing director's commentary on Snatch, then don't worry about DVD playback – the standard composite lead's fine. Get yourself an RGB SCART lead – it turns mockneys green and makes *GT3* look sharper than Angus Deaton's scythe collection.
BUBBA-JOE SAYS: Lookit! Everyone's gown a funny colour, like when they found that there possum in the moonshine vat. Dangdest thing I ever saw.
RING: 0208 902 2211

THE BUDGET CHOICE
LOGIC 3 AV+S-VIDEO CABLE
Price: £4.99
FLOYD SAYS: If you're only forking out for one cable, go for this nifty S-Video number. It's cheap, it looks fairly classy and it gives a noticeably crisper picture than you'll get from the standard PS2 composite lead. It'll also run DVDs, so you won't have to arse about changing leads when you want to watch Fight Club.
BUBBA-JOE SAYS: Tis even better than sittin' in the dirt at the drive-in.
RING: 0208 902 2211

THE QUALITY CHOICE
MONSTER GAMELINK 300
Price: £59.95
FLOYD SAYS: Monster's chunky cables provide the best S-Video picture available, thanks to 24-carat gold contacts, nitrogen-injected wires and super-fine multi-stranded copper conductors. Unfortunately, quality comes at a price, and it's debatable whether a slightly improved picture's worth the price of *TimeSplitters* and a MultiTap 2.
BUBBA-JOE SAYS: Aah, makes the picture look real purrdy. Jus' like Cousin Sue.
Ring: 01908 319 360

FLOYD EXPLAINS IT ALL



What's wrong with your picture – and what can you do about it?

DOT CRAWL
The annoying flickering that you sometimes get along the edges of images. A good S-Video lead ought to eliminate this.

CORROSION
Most metals oxidise in air, building up a thin layer of rust that'll interfere with the signal. Gold doesn't, so gold-coated contacts provide a cleaner connection – and remember, the higher the Carat, the better this works.

INTERFERENCE
In some circumstances, electromagnetic interference from other appliances can slightly distort the signal in the wires. Really top-class cables use mylar foil to minimise this effect – although it's rarely noticeable.

GHOSTING
The faint secondary image you sometimes see on a TV. Advanced cables contain a nitrogen-injected dielectric layer, which maximises the video signal strength and eliminates this effect.

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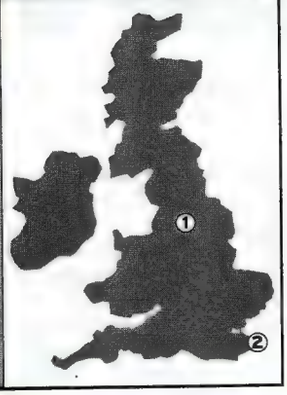

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THE NEXT BIG THING

Before 1997, you'd have taken a shuddering joypad back to the shop – now you can't afford to be without one. Whatever next, wonders PSM2?

If you wandered into an arcade in 1985, you'd have almost soiled yourself with excitement at the sight of *Space Harrier*. It was one of the first full-motion gaming cabinets – you were an alien-battling hero in a jet-pack, and the booth promised to pitch and roll as you fought the unstoppable hordes. You put your money in, grabbed the stick, and got ready for the ride of your life. Brrrr, it went. *BRRRRRRRRR*...

Thankfully, things have changed since then. In June 1997, Sony released the DualShock, a joypad featuring two small motors spinning different sized off-centre weights. Since then, the vibration function's become a central part of the gaming experience – recreating the feel of moving from tarmac to gravel in *GT3*, shuddering as Law trembles with rage in *Tekken Tag*, or giving you a sudden jolt in *Code: Veronica*. Something that once seemed like a pathetic gimmick's now an integral part of most games.

So, what's the next big thing? The DualShock 2 can sense 256 degrees of pressure, but we haven't seen many games make use of it – possibly because everyone's focusing on how pretty they look. "Fighting and racing games have become far more beautiful, but controls, gameplay, and the game experience all remain the same," says undisputed genius Hideo Kojima. "Games don't change because of hardware capabilities."

HAMMER TIME

Of course, he's been putting emotion into games since the 8-bit days of the first *Metal Gear*, and he's currently doing the same thing in *MGS2* – where hammering the fire button isn't nearly as accurate as squeezing off a controlled shot. Then, of course, there's the possibility of different weapons 'feeling' different when you squeeze the trigger.

"Force Feedback looks to be the next logical step – *GT3* was written to support it," says SpectraVideo's Brian Faller. "The first wheel was released in Japan to tie in with the game, and it sold 300,000 units over the first few days. I can see PS2 controllers becoming more like PC controllers, as the games start to look and behave the same – although the main difference between the console and PC market is that most console owners prefer an arcade feel, whereas a PC owner normally goes for something hyper-real." How would this translate to a pad? Maybe controller buttons could resist when Lara Croft's pressing a switch that won't budge.

ONLY FOLLOWING ODOURS

Alternatively, with most of the other senses covered, the next obvious leap in gaming *could* be the inclusion of smells – and it's not as far away as you might think. California-based company DigiScents have invented a device called the iSmell Personal Scent Synthesiser, a speaker-sized peripheral that attaches to a USB port. It uses cartridges full of chemicals, which it can combine to produce an almost infinite range of scents – think of it like a colour printer... for smells. DigiScents suggest that it could be used to make more immersive on-line content and games – imagine smelling the burning rubber in *GT3*, the clouds of cordite in *Quake*, or the, um... rotting flesh in *Onimusha*. Sadly, it isn't on sale yet – and *Unreal Tournament's* level designer, the mighty Cliff Blezinski, isn't convinced it'll work. "I don't think that technology will be really usable until VR is fully established and accepted," he cautions. "When you're sitting at a monitor or looking at a TV and a device blows air up your nose it kind of kills the suspension of disbelief.

"However, if you believe that you're looking around in a game world; you can see your hand in front of you; move around and truly feel like you're in another place, then digital scents will really take off."

In terms of actual control, voice recognition seems the obvious next step – ThrustMaster have already produced the HOMAB Tacticalboard, a PC accessory that allows you to order your team mates or wingmen about with simple commands like 'Cover me'. Of course, when you get a bit agitated, as in a good game of *TimeSplitters*, say, your voice changes radically, so the software needs to be able to cope with this – something the PS2's own *Greatest Striker* can't really manage. It recognises 47 Japanese commands – the classic 'Shooto!' seems to work all right, but don't expect to be pulling off elaborate set-pieces or playing the offside trap. The UK version won't feature voice control – and the only other game that uses the system, Taito's *Mah-Jong*, won't be

"WITH MOST OF THE OTHER SENSES COVERED, THE NEXT OBVIOUS LEAP IN GAMING COULD BE THE INCLUSION OF SMELLS - AND IT'S NOT AS FAR AWAY AS YOU MIGHT THINK."

SMELL THE GLOVE

If you're interested in keeping up with the latest bounds in olfactory technology, try subscribing to the First Whiff at *www.digiscents.com* interestingly, they recently conducted an on-line poll asking gamers which smells they'd most like to experience. Burning rubber (11%) was a distant third behind gunpowder (28%) and, um, grass (31%). Even more bizarrely, more people wanted perfume (10%) than gore (6%). Anything you want to tell us?

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"IF EVERY CONSOLE SHIPPED WITH VOICE RECOGNITION PERIPHERALS AS STANDARD, THEN WE'D SEE A MASSIVE INCREASE IN THE TIME INVESTED BY DEVELOPERS TO UTILISE THEM"

coming out in this country. So how soon can we expect to see voice-controlled games? "I think this is dependant on whether console manufacturers ship these peripherals with their hardware," says EA's executive producer Jon Rostron. "If every console shipped with voice recognition peripherals as standard, then we'd see a massive increase in the time invested by developers to utilise them effectively. The same is probably not true for PCs, where users are expected to decide on their hardware configurations and peripheral usage."

Meanwhile, Sony's R&D department are working on their own ideas – several of which use motion-sensing technology in conjunction with a camera mounted above your TV screen. Recent technical demos have included a pair of coloured balls that attract and repel butterflies – the effect's hypnotic, but possible applications aren't obvious. Maybe you could be a toffee-apple wielding bee-keeper.

MOTION BLURS

More enticing is the technology that relies on motion alone – where just waving your arms in the air produces trails of fire. Perhaps the most excitingly of all are the mace and wand – peripherals that sense which way you swing them and recreate your actions with an on-screen character. Everyone's first reaction, of course, is to suggest a *Star Wars*-based game.

The last big thing

Taito's voice controller– the future of gaming? Of course, some people said that about Nintendo's Super Scope, VR Helmets and - gawd help us – vibrating vests.

Once again, Cliff Blezinski, has his reservations – "I think the only time glove-style peripherals will become popular is when we have VR setups that are light, easy to use, and graphically impressive. That means no awkward headsets, no blocky graphics, and flawless head tracking. Something that projects into your eye so that your entire field of view is in VR... when these things happen, then we may see gloves finally come to fruition as a legitimate gaming controller." Hmm.

ACCESSORISE ALL AREAS

Until recently, the closest thing to genuine motion-sensing for the PS2 was Cybertron's customised *Tekken Tag* Cabinet. It uses *Dance Dance Revolution*-style foot pads for movement, but to punch and kick you have to actually swing your arms and legs about. Unfortunately, it doesn't work very well with Eddy Gordo – unless you're a gymnast – and it makes you look like Captain Scarlet. Thankfully, Thrustmaster will soon be bringing out the FightingArena, a similar – but improved – version for home use. "The next step in peripherals should be a line of products such as the FreeStyler Board and FightingArena," says Sports Group manager Luc Duchaine, "where the gamer actually uses similar body movements to the character in the game."

In the end, controller innovations will have to be driven by software, rather than the other way round – attempts to adapt existing games to use new technology might be entertaining, but they never really work. Similarly, clunky peripherals will never become mainstream – mainly because really enjoyable gaming involves making precise controller movements while slumped in a big comfy chair. There's fun to be had with a *Guitar Freaks* Stratocaster, and smacking a friend with a virtual katana might be a laugh, but they'll never replace the lovingly-moulded plastic of the DualShock 2.

SIMPLY SHOCKING

In the same way, no-one's going to strap a kilogram of motion-capture gear on for a quick bash on *Tekken 4*. The add-ons that become mainstream'll have to be simple, adaptable, accurate – and enhance the gaming experience. While everyone else bombards us with the stench of rotting meat, it'll be innovators like Kojima-san who'll use them subtly to impress.

Imagine a system that monitors your choice of expletives and notices how spitefully you mash the buttons down on the 20th level of *Kuri Kuri Mix*, only to release soothing smells of lavender and camomile to calm you down. The future *could* be here. **PSM2**

BOG MOUTH!

THOSE WONDERFUL TOYS...

The people who make the games and the kit that tells us where they're going next.

"Voice control is an interesting idea, but it would have to be driven by the software. Voice recognition is getting better, and with PC software available today, the more you use the more it learns. It's still not 100 percent accurate, so some commands might go unheeded – especially in frantic battles.

"It's a nice idea to be able to control whole squads of people by just calling out commands to them, but this is still a few years off.

"The first stage would probably be to allow chat over an Internet game, when they become available – being able to talk to your team mates and organise attacks on games such as *Unreal Tournament* would bring about a massive change to the tactics."

[redacted]

"Voice control, gloves and any other peripherals certainly have their place in the gaming environment and Thrustmaster is pushing to get a better integration of peripherals. But in a near future, I don't think it will become as integral as analogue controls and vibration functions."

[redacted]

"Once I saw the DigiScents demo, I was sold... basically, I see the gaming space all over this."

[redacted]

"Personally, I would like to see better emulation on force-feedback peripherals as a first step. The ability to communicate with other on-line players more seamlessly than is possible at the moment, would also be a pretty cool advancement from what we have today."

[redacted]

"I would be surprised to see a peripheral that could actually harm a gamer. We can probably give more sensation like the FightingArena is doing but I don't think a peripheral will ever fight back. "

[redacted]

NEXT MONTH

JUST HOW IMPORTANT IS E3 NOW?

Next issue, we'll be assessing the impact of Sony's Internet/broadband/Hard Drive announcement. What are your feelings? If you've got a point to raise, e-mail us at the following address

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"*Crash* is a difficult act to follow, as Naughty Dog did everything so well in the the earlier titles"

ARTHUR PARSONS

EXECUTIVE PRODUCER ON CRASH BANDICOOT: WRATH OF CORTEX

Trading in our bicycle clips for a return ticket on Virgin's finest locomotive, PSM2 wended its way north to the sunny reaches of Knutsford and the farmyard studios of Traveller's Tales. After a brief watering, and a chance to go hands-on with the latest manifestation of the sneakered marsupial, it was back to the studio to see exactly how this latest *Crash* title's shaping up, and to pin Mr Parsons down with a few well aimed Wumpa fruit.

Talks to Jonathan Bryant

The earlier shots we saw of the game led us to believe this might be a free-roaming *Crash* in the model of *Banjo Kazooie* and its peers. Is this the case?
We wanted to do something very special for PlayStation 2 due to the fact that the previous *Crash* titles had been so well received by the mass audience. So, after a lot of focus testing, we decided not to change the game's formula, sticking with those easy to understand basics of run, jump and spin. We did want to redefine some of the elements for the PS2 version but, ultimately, we chose to keep the core foundation the same.

What's the gist of the plot for this incarnation of the 'Coot?
Ooka Ooka has organised an evil conference between himself, Doctor Neo Cortex and all the other bad guys from the earlier titles in order to come up with a plan to destroy Crash once and for all. Being the brains of the operation it's down to Cortex and his new secret weapon, called Crunch, to do the job for them.

Crunch?
He's a super-powered, semi-robotic bandicoot. The only problem is that Cortex's creation doesn't have a power source, so Ooka Ooka suggests that they harness the energy of four ancient elemental masks.

Does any of this affect the gameplay in any way?
There are four hubs to the game's levels and each one corresponds to a different element – earth, water, fire and air. The earth mask, for example, can create rock formations, earthquakes etc. And so when Crash enters that level, he'll have to face the earth mask in the final showdown.

How big is this game compared to earlier *Crash* titles?
Well, there are five hubs in total, including a hidden bonus hub that contains an extra five levels. So there's a massive amount of replayability to be had. You're looking at around 80 hours of gameplay – imagine *Crash 3* with an extra half a game bolted onto it and that's what you've got with this latest version.

What has working with PlayStation 2 allowed you to refine as far as the look of *Crash* is concerned?
The water you see on all the levels will flow and ripple realistically in real-time, Crash will now leave footprints wherever he goes, characters cast shadows as they walk behind screens and there's also stuff like the hub teleportation sequence. In this, as Crash jumps into the portal the colour drains out of him and he goes into a Predator-like mode. He then warps into the next level in a liquid form and then colours up again.

You can play as a character other than Crash in this version – that's right, isn't it?
Yep, we've got playable Coco as well. It was hinted at in *Crash 3* with the Pura levels so we decided to include another playable character with their own special abilities and moves. She'll even have her own vehicle – a little scooter that she'll get to ride through the streets of Tokyo.

Are there any other vehicles the characters can use?
We've got a lot more vehicles in this game than there's ever been in a *Crash* title before. There's a Mech, an Atlas-sphere (like those from the Gladiators TV show), a glider, a scooter, a submarine, a snow mobile, a helipack and a jeep. So it's another example of how we've taken the really fun elements of the previous games and tried to use them in a totally new and innovative way.

How else does the environmental theme effect the way the game develops?
Instead of earning a new move at the end of each level, you'll create a new crate and each of these will be associated with a different element. So there'll be a fire crate, a water crate, an air crate and an earth crate and each of these will work within the different environments. Use a fire crate on the snow level and you'll actually melt part of the environment – opening up a secret area. It's comparable to the gem-collecting aspect of the earlier games.

When working with a character like Crash, you're dealing with a pretty defined product. Is there any way in which you feel that Traveller's Tales have left their mark on the game? ▸

TEAM EXTRAS

The studio of Traveller's Tales resides in a couple of converted farm buildings stationed just outside Manchester in the rural retreat of Knutsford. Employing over 23 staff, the company has already produced *Toy Story 2* and *Muppet Race Mania* for PSone. *Crash Bandicoot: The Wrath of Cortex* will be their first foray into the realms of PS2 although they are also working on another, unannounced and top secret title that we weren't allowed within a country mile of. More soon...

TEAM TIME: The Traveller's Tales team take some air outside their studios.

THE PLAYER: John Hodskinson, lead programmer, shows off Crash's latest moves.

"Really fun"

"We've taken the really fun elements of the previous games and tried to use them in a totally new and innovative way"

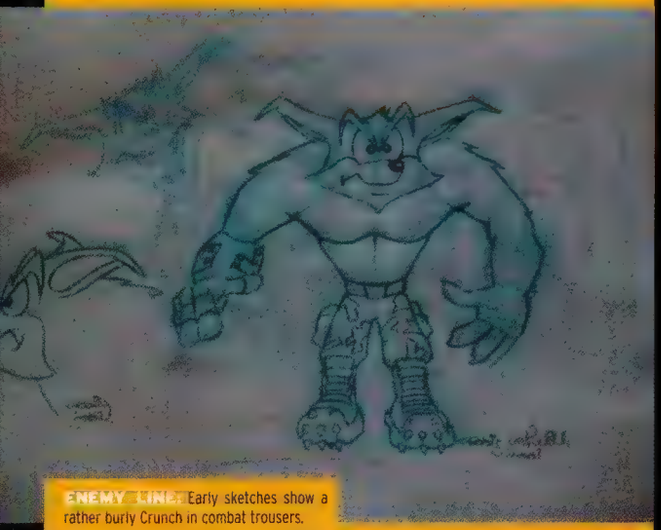
ARTHUR PARSONS

▶ Crash is a difficult act to follow as Naughty Dog did everything so well in the earlier titles, but we have added a lot more detail to the animations that wasn't there prior to the series arriving on PS2. For example, Crash now has working fingers, his eyes will follow objects as they pass by him, his hair will blow in the wind and, as I mentioned earlier, he'll leave footprints wherever he goes.

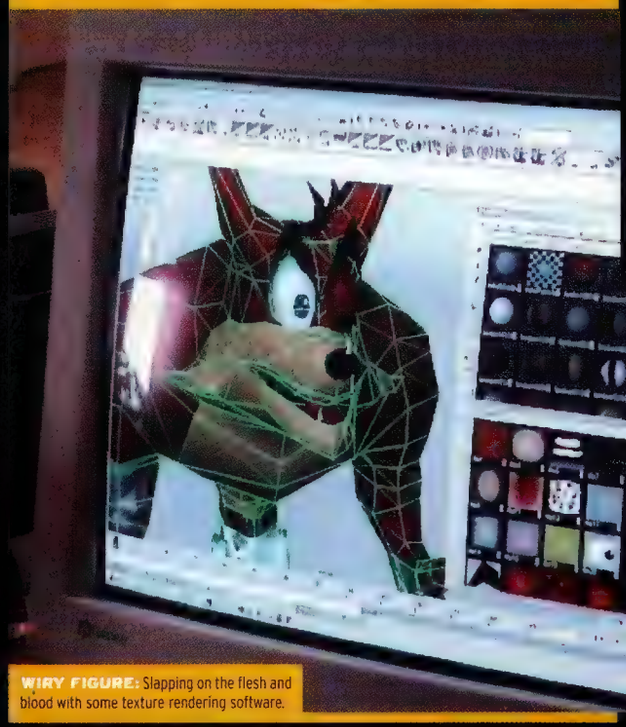
We've heard that coding for the separate elements of the PS2 is relatively easy, but it's getting these elements to talk to each other that's the tricky part. True?
It's not like Xbox where you can just turn on a desired element so the real difficult stuff, like texturing, has to be done the hard way.

CRUNCH

Crash's arch nemesis this time around is the mighty Crunch. Robotic creation of Dr Cortex, he merges with all four of the elemental masks throughout the game and does his best to kick your arse back to the antipodes.



ENEMY LINE: Early sketches show a rather burly Crunch in combat trousers.



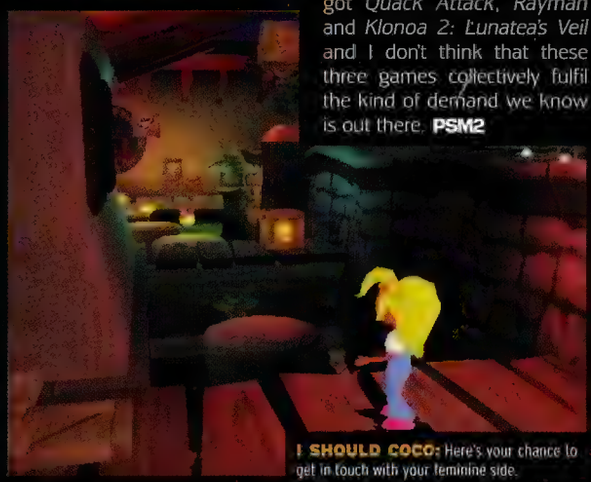
WIRY FIGURE: Slapping on the flesh and blood with some texture rendering software.

VEHICLES

With over eight vehicles available in the game there's plenty of variation in how the motorised levels unfold. From skidding around the snow levels in the Atlas-sphere to gunning down enemies with a Wumpa machine-gun in the glider, there's more on offer here than the usual forced chases of the earlier games.

OVER COOT: Crash takes to the skies using this rather groovy helipack.

SUB MACHINE: An early development model sees Crash in his one-coot submarine.



I SHOULD COCO: Here's your chance to get in touch with your feminine side.

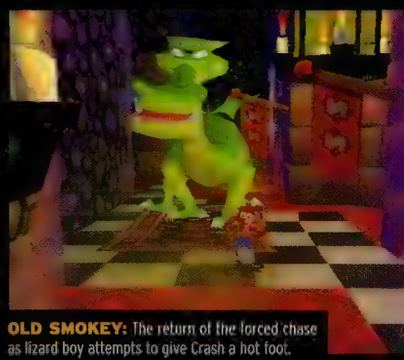
Is the game still going to feature forced chases?
Oh yeah. There's a dragon in a castle level that chases you, there's a fire ball that pursues you through an exploding space station, a Tsunami that tails Coco on her scooter, an avalanche... oh, and a stampede on the Jungle Rumble level. You can see with these that we're again working on the elemental theme we talked about earlier. The avalanche happens in a snow environment, the tidal-wave happens on the waterfront of Tokyo harbour, and so on.

Are there any characters from the older games that didn't make it into this new version?
Obviously we've kept the core players – Crash, Coco and Cortex – but there's also appearances by Tiny Tiger and Dingodile plus a few other of the major faces from the previous games. However, we have let some of the more obscure characters from *Crash Team Racing* and *Crash Bash* fall be the wayside in favour of Crunch and the four masks.

Would you say that this latest version of *Crash* is little more than a PSone game running on a PS2 engine?
It's certainly a similar game that has been enhanced graphically, so you could make that comparison as nothing's going to change radically, just more and better. You've got to remember though that it's been three years since the last *Crash* platformer, so we're certain that there's a huge group who will be willing to make the cross-over from PSone to PS2.

Do you think that the current price of a PlayStation 2 will be prohibitive to what has, traditionally, been a younger core audience for *Crash*?
I don't know how true they are, but I've heard rumours of a price cut happening before Christmas where the console will drop to around £250. So I think we'll definitely benefit from this move by Sony. To add to that, I also think that hardcore gamers will find something in the pick-up-and-play nature of *Crash* as it appeals to gamers no matter what age.

What about the competition?
There're not a lot of other character-based platformers out on PlayStation 2. You've got *Quack Attack*, *Rayman* and *Klonoa 2: Lunatea's Veil* and I don't think that these three games collectively fulfil the kind of demand we know is out there. **PSM2**



OLD SMOKEY: The return of the forced chase as lizard boy attempts to give Crash a hot foot.

LITTLE NELL: Bond-esque rotor action as our hairy hero decides a hover is less bother.

BANDI ALIENS: Just like Ms Ripley, Crash has a go in a forklift romper suite.

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ON-LINE GAMING – IS IT TRULY THE ONLY OPTION FOR PS2? FIND OUT.

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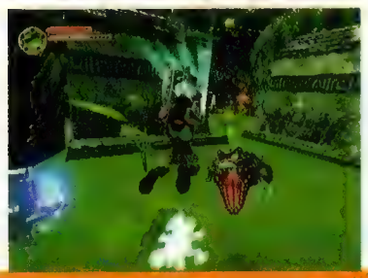

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It's the most unpleasant game we've played on PlayStation 2. See what we mean next issue, in our bloody dissection...

MAXIMO

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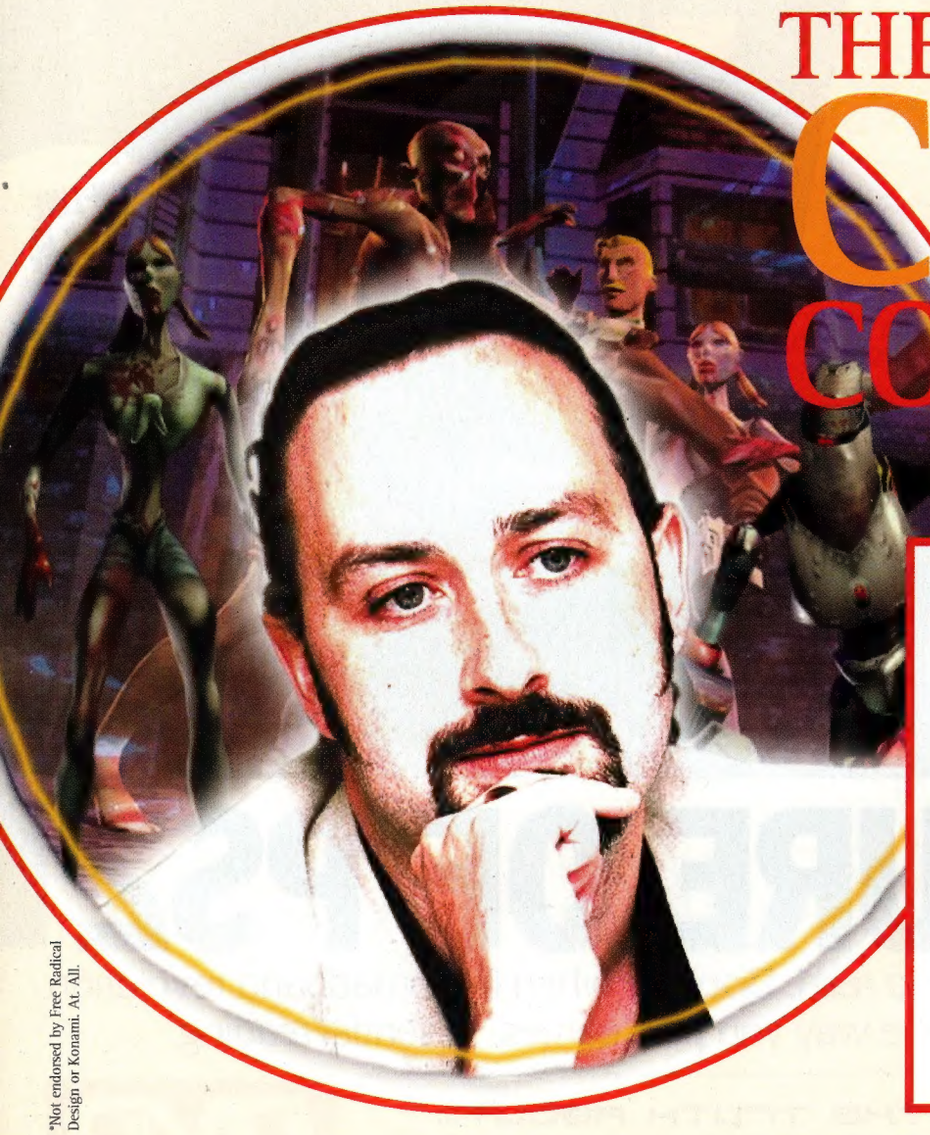

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Growing up is difficult. Faced with spiralling debts, an imploding job market and the rising fear that you'll never find a soul mate – and spend the rest of your days sobbing Pot Noodle-flavoured tears into a crumpled Army Men manual – you might feel a trifle disheartened. Sound familiar? Fear not. By dedicating an unfeasibly large chunk of your salary to PSM2, you can share in the permanent, yet meaningless satisfaction of collecting limited edition PS2 china. Feel the need for a stiff drink? Let Hideo Kojima's shiny china visage ease your woes.

Yes indeed, these handcrafted china truffles are exclusive to PSM2, and available only to you, our cherished readers.

DAVE DOAK'S TIMESPLITTERS BRUNCH PLATE

It's that difficult time of day. Breakfast was only an hour ago and you're already hankering for a plate of sausages and some sweaty hash browns. Resist the temptation, by staring fearfully at Dave Doak's mildly disapproving glower. As your stomach rumbles, focus on Dave's sage beard-rubbing and realise that great multi-player games such as TimeSplitters probably weren't created on a crippling mid-morning indulgence of animal fat and strong coffee. This man wouldn't let you jump in a first-person shooter, so imagine what he'd say if you spoiled your lunch. Dave Doak wants you to wait. And you will.

HIDEO KOJIMA'S MGS2 FINE CHINA TEA SET

Picture the scene. You've just moved to a new flat and are desperate to impress your new housemates. They've got important exams in the morning and you've agreed to keep the noise down. Sensibly, you pop to the local boozer, down ten pints of Special and clomp home shouting "Do you really like it?", with a hankering for tea and toast. Rattling round the kitchen, you hear a murmur in the adjacent bedroom... good grief, noooo, they're waking up... and you're stumbling into the china cabinet. As images of eviction flood your mind, you spot your MGS2 fine china tea set and all is well with the world. Back to the wall, breathing heavily, Kojima-san's diminutive hand-glazed visage reminds you of the need for stealth. Addressing your balance like a buttered gazelle, you recover and enjoy a soothing cuppa safe in the knowledge that if your flatmate wakes up, you can always hide in a cupboard, pop out and break his neck in one swift movement. How very soothing. And all thanks to PSM2.

COUNT ME IN!

I'm obviously a sucker for this kind of tat and I'd be delighted if you emptied my bank account within moments of receiving my order form! I understand I will never see even a fragment of this obvious non-existent rubbish, but then if I can't see through this kind of thing, I deserve everything I get! Please come round and encourage my neighbours, friends and loved ones to point out my complete lack of common sense... with baseball bats! I asked for it, and no court in the land would convict you. Bless.

Mr/Mrs/Miss/Other

Name .....

Signature .....

Address .....

.....

Please reserve my chosen china from the following selection under the terms described below:

1.☐ Dave Doak's TimeSplitters Brunch Plate 2.☐ Hideo Kojima's MGS Fine China Tea Set

3.☐ Peter Molyneux's Pastry Tins (not shown, or made as yet) 4.☐ Phil Harrison's Special Jugs (ready in 2002)

How the PSM2 Pottery offer works :

To reserve your own, very special piece of china, you need send money now. Right away. Your china will be sent to you on a 5-hour paid-for home trial. You have every obligation to buy now. Simply complete this form, then return it promptly to us (postage required). As soon as we receive your order, we will cash your cheque. You may or may not receive the china. You will certainly be sent further pieces of china at the rate of approximately five pieces every three weeks at a cost of £47.95 (plus £3.95 postage and packing). You may also receive – completely paid for by you – the PSM2 Pottery Catalogue from which you can order further pieces of our hand-whelked china stuff. Don't forget – send money today!

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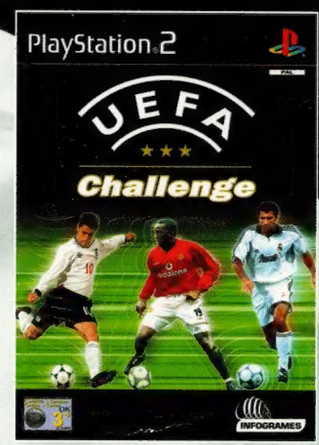

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